Santiago Victoria (Order #45917772)

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A UBISOFT ORIGINAL

ASSASSIN'S CREED® ROLEPLAYING GAME

FORGING HISTORY

STORYLINES BOOK

Santiago Victoria (Order #45917772)

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"What is a man but the sum of his memories? We are the stories we live! The tales we tell ourselves!"

- Subject 16

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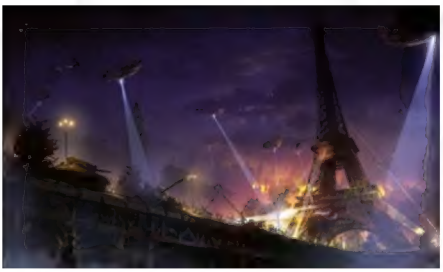

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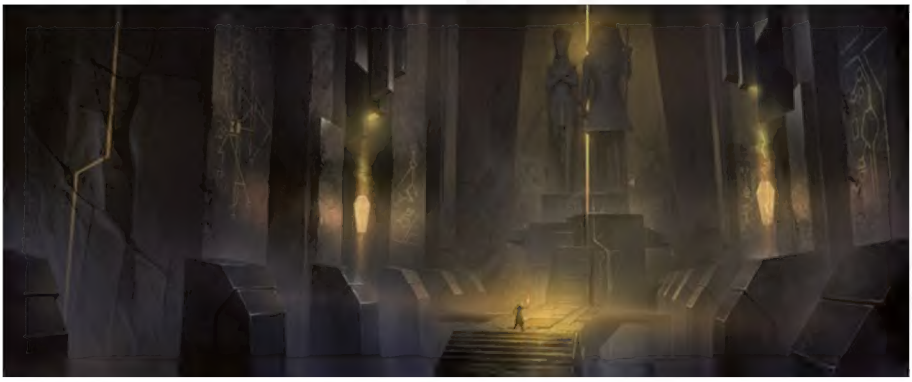

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0-0 INTRODUCTION

FORGING HISTORY

LOADING TIMESCAPE ANALYSIS PROGRAM

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Welcome to *Forging History*, a compendium presenting three exciting storylines for the *Assassin's Creed RPG*: **The Sword of Mars**, **Champions of Eden**, and **Lost in Time**.

Each storyline features themes and missions inspired by the acclaimed Ubisoft series, offering the opportunity to immerse yourselves in the rich and expansive world of Assassin's Creed.

As you will see, these storylines have been designed with a suggested number of Descendants in mind, but they can be adapted to suit the needs of different-sized Crews simply by adjusting the number of Simulation Sequences.

Now, let's delve into the adventures that await you within the pages of Forging History*:*

> THE SWORD OF MARS

Enter the Animus to follow the trail of a legendary sword from European folklore. In the Modern Day, Templars and Assassins are competing to find a lost Piece of Eden and its missing shard. Your Descendants will travel from the German-occupied streets of Paris during World War II to the mythical dawn of the Roman Kingdom, where the Artifact's origins are buried. From there, they will have to piece together clues scattered throughout Britain from the Viking invasion to the foggy alleyways of the Industrial Revolution. Get ready to discover the story of the Sword of Mars, unravel its deepest secrets, and keep it from falling into the wrong hands.

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> CHAMPIONS OF EDEN

Prepare to descend into horror as you confront some of the most iconic monsters of movies and literature. Mummies, vampires, and more await your Descendants in this high-stakes adventure. The discovery of three previously unknown Pieces of Eden threatens to plunge the modern world into eternal darkness. Armed with the weapons hidden in their own DNA and tasked with recovering the awakened Rings of Eden, the PCs must face horrific foes to protect humanity from impending doom.

> LOST IN TIME

Dive into a conspiracy that goes deeper into the Templars' agenda, embarking on the rescue of a potential ally of the Brotherhood, kidnapped and trapped within a Simulation. Using cutting-edge Abstergo technology, the Descendants will enter the Animus as Echoes to follow the treacherous mission of a Templar seeking to reach an Isu Vault in North Africa during World War I. Meanwhile, a potent Precursor lurks behind the scenes, waiting for the Descendants to make their moves through the Simulation's rifts. 'Lost in Time' is a modular campaign adventure that will put your players' nerves to the test at every turn.

With these three storylines, Forging History offers a diverse range of settings, themes, and styles of play that will captivate players new and old. So, buckle up, enter the Animus, and prepare to forge history on an unforgettable journey into the world of Assassin's Creed.

The fate of the Brotherhood – and humanity itself – is in your hands. Nothing is True, Everything is Permitted.

NARRATIVE TEXTS FOR THE READER

Text presented in this style in a Sequence is meant for the Reader to read or paraphrase when framing a scene or situation, to better convey what the characters can see and hear, as well as what they might be expected to do.

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DESCENDANT ADVANCEMENT

As explained in the *Assassin's Creed - Animus Handbook*, Descendants gain new **Experience levels** at specific moments, usually on the occasion of significant turning points in the narrative.

Experience levels (see page 119 of the *Animus Handbook*)

> When playing the included Storylines, the Descendants gain 1 XP level at the end of each Chapter.

NOTE: *Keep in mind that the Reader and Players can decide whether they would prefer a slower or faster pace of advancement than the one suggested above.*

See Placing XP Milestones, on page 120 of the *Animus Handbook*

THE ELEMENTS OF A SEQUENCE

*All Sequences featured in this book come with their full complement of **Challenges**, **Weaknesses**, and **Setbacks**, and are ready to be played as presented. However, it's important to note that these elements can also be viewed as mere examples, suggestions, and "tools" that the Reader can use to better suit other needs — for instance, they can incorporate them into a Sequence of their own creation, or to improvise a scene based on the actions of the players.*

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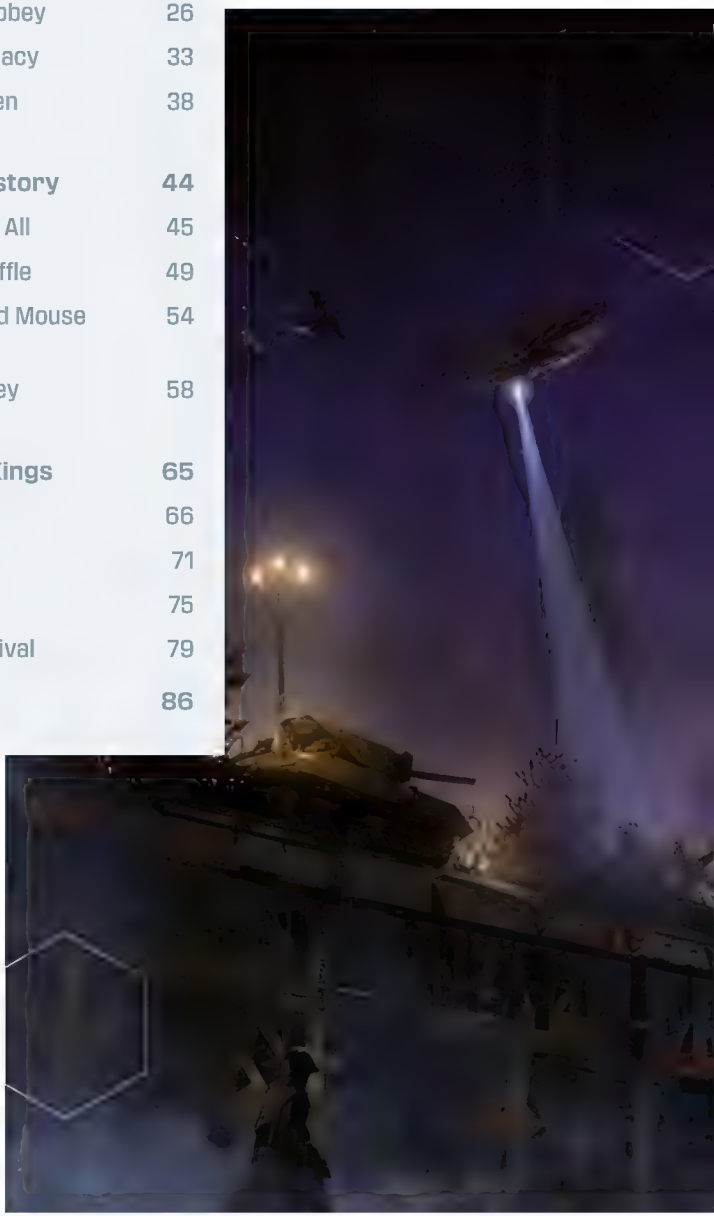

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STORYLINE 1-0

THE SWORD OF MARS

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INTRODUCTION

This storyline takes the PCs across various Time Frames, as they race against the Templars in an attempt to control a mythical Piece of Eden, the Sword of Mars. As the Reader, you will guide your players through deadly encounters against unexpected enemies, legendary lore, and intense moments of intrigue to uncover the truth behind the Sword of Mars and keep it from falling into the wrong hands.

> To present the storyline as written, players must select Ancestors belonging to the following Time Frames: the Roman Kingdom, the Viking Age, the Industrial Revolution, or World War II.

As always, the Reader can adapt the material presented here to include additional, fewer, or different Time Frames based on player preferences, for example incorporating premade Sequences or adventure hooks from other *Assassin's Creed RPG* publications.

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STORY OVERVIEW

In **Chapter 1**, the Descendants journey to 1942, where one of their Ancestors has been tracking down a Piece of Eden (actually a Shard of Eden) in Nazi-occupied France. By following that lead, the PCs relive some of the oldest genetic memories ever uploaded into the Animus, allowing them to investigate events that took place in the last days of the reign of King Romulus, events that can explain the origins of an Isu Artifact, the Sword of Eden.

The adventure takes an unexpected twist in **Chapter 2**, when Ziggy, the Crew's field tech, discovers a recent photo of the pommel of the Sword of Mars at the offices at Johnson Space Center in Houston, Texas. The Descendants must infiltrate this heavily guarded NASA facility to pilfer the sword's pommel and whisk it back to London. Their escape is fraught with peril, but they are aided by a lone Assassin named Anthony. Back to London, the Descendants must once again enter the Animus, this time to visit the Viking Age, where they unravel the history of the sword's breaking and glean vital clues about its whereabouts in the Modern Day.

In **Chapter 3**, a Simulation Sequence follows a group of Witnesses in the Victorian Age through the slums of London and beyond, revealing the current resting place of the sword. With Glastonbury Festival as a backdrop, the Assassins must race against time and their Templar adversaries to secure the sword. The storyline culminates in a climactic showdown against the vibrant tapestry of the festival's music and lights.

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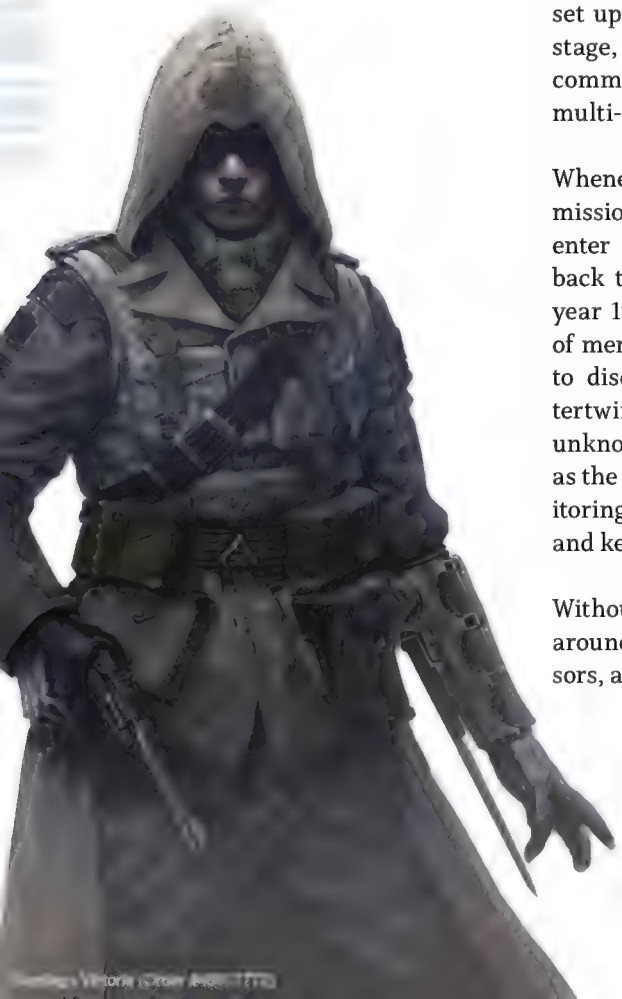
CHAPTER 1. THE LOST KEY

In the modern day, the Crew of Descendants has gathered in London from all around the world. One of their Brotherhood contacts in the UK, Siegmund "Ziggy" Visser, has reached out to each of them in turn. He has spent weeks collecting evidence concerning a lost piece of Precursor technology that might be related to some of their Ancestors.

If this is your first session, the players can roleplay their characters and their arrival at the Stardust, along with their first contact with Ziggy.



Ziggy's hideout is a run-down, abandoned theater in the middle of Camden Town, formally "The Stardust". He has set up an Abstergo Animus device backstage, modified to connect to a number of commercial Brahman VR visors to allow multi-subject simulations.

Whenever the Crew is ready to begin their mission, Ziggy explains how they will enter a Simulation that will send them back to German-occupied France, in the year 1942. It will be the first in a series of memory blocks to investigate, in order to discover how their Ancestors got intertwined with the story of a previously unknown Piece of Eden. Ziggy will work as the Descendant's field technician, monitoring their performance in the Animus and keeping track of their discoveries.

Without further ado, the PCs gather around the Animus device, put on the visors, and the Simulation is on!

SIMULATION SEQUENCE: LUGERS & BALLERINAS

Time Frame: World War II

Location: Folies Bergère, Center of Paris, France - 1942 CE

Starting Sync level: 55% (3 Key Objectives)

Description: In the midst of the Nazi occupation, a private party is to be held at the *Folies Bergère*, one of the most famous cabaret music halls in Paris. The organizer is Wilhelm Schmidt, an SS Obersturmführer and low-ranking member of the Templar Order. The night is expected to be attended by soldiers, officers, and local celebrities.

At the beginning of the Simulation, the Witnesses gather outside the Folies Bergère club, safe from prying eyes. Their mission is to infiltrate the building during the party and recover some intel regarding the recent activities of Sturmbannführer Heinz Müller, a Seneschal Templar.

A fine drizzle wets the road in front of the Folies Bergère, its lights creating colorful projections on the sidewalk. If it weren't for the German uniforms crowding the street, it might almost feel like it did before the war.

From your hiding place, you can see German trucks parked a short distance from the theater, and you have watched cars carrying people in evening dresses coming and going for quite some time. Whenever the theater doors open to let new guests in, the sounds of muffled music spill out.

One last look at your watches, one last check on your gear, one last deep breath to let the sweet petrichor fill your nostrils. Time to go, Assassins.

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KEY OBJECTIVES

> 1 - INFILTRATION

There are a few access routes into the theater. At the back of the building, there is an entrance for waiters and theater workers. On the roof, a maintenance entrance can be easily accessed by jumping from an adjacent building. Finally, there's the theater's front door.

CHALLENGES

> **Patrol.** A unit of 4 Wehrmacht soldiers patrols the perimeter of the theater. They will take an interest in anyone acting suspiciously and will demand a thorough explanation.

> **Doorman.** The show at the Folie Bergère is the event of the week in Paris and the guest list is long. Convincing the doorman that you are on the list or that you are working the event will require a good explanation.

> **Flirting Officer.** Oskar Fiedler, a young German officer, is smoking outside the back door, where he is trying to seduce a young dancer, Juliette Merion. He will be a thorn in the side of anyone approaching, tormenting and mocking them in an attempt to impress Juliette.

WEAKNESSES

> **What do you mean I'm not on the list! (major).** The party has attracted a lot of uninvited guests, who crowd the main door in an attempt to get in. The confusion will make it easier to slip in with a proper ruse or disguise.

> **A Secret Door (major).** A secret access way from the Paris Métro Station of Cedet leads into the theater.

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> 2 - RECOVER TEMPLAR INTEL

Sensitive documents are kept in an area of the theater that Schmidt uses as his office. However, this area is closed for the duration of the party. Two soldiers have been posted to guard the area.

If the Witnesses gain access to the office, they will find that a number of documents clutter Schmidt's desk. Two in particular attract their attention: one concerning the movement of troops towards the Pas-de-Calais region in northern France, and the second the kidnapping of a French professor of medieval history, both requested by Müller.

From what they can understand from the documents, Müller is moving to the north of France, in search of technology attributed to the First Civilization: a Piece of Eden, perhaps? The Witnesses must find Müller before he gets his hands on the artifact.

CHALLENGES

> **Nazi guards.** The 2 soldiers standing guard have received specific orders that no one can enter the restricted area. Any **Social** **check** made to overcome this Challenge requires 1 **Raise**.

> **Booby-trapped desk.** While searching the desk for the documents, a **Wits** **check** is required to avoid an explosive trap set by Schmidt. On a failure, all Witnesses in the room must make a **Reaction** **check**. The explosion also triggers the ***They're Onto Us!*** Setback. The templar documents are burnt, but still legible.

WEAKNESSES

> **Orders are Orders (minor).** If someone with a higher rank than Obersturmführer Schmidt gives new orders to the guards, they will obey at once.

> **Let's Have a Drink! (minor).** The guards are not happy to be on duty instead of at the party, so will gladly chat with anyone approaching. They are easily plied with drink too (which could lead them to go to the bathroom earlier than expected, or allow the Witnesses to put something in their champagne...).

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> 3 - KILL SCHMIDT

Obersturmführer Wilhelm Schmidt occupies one of the central seats of the music hall, amidst a crowd of uniformed officers and bureaucrats, watched over by a dozen soldiers. He is enjoying the show and the evening in a carefree way and will hardly leave the auditorium, happy to spend time with the numerous celebrities present.

Special: At the first sign of an attack, the Obersturmführer will take the closest guest or dancer hostage. Any **Approach check** made to stop him requires 1 additional **Raise**. On a failure, the ***An Innocent is Killed*** Setback is triggered immediately.

CHALLENGES

> **The Life of the Party.** Wilhelm Schmidt is very much in the spotlight tonight – it won't be easy to isolate and stealthily kill him. A direct assault would take everyone by surprise, but it will be difficult to escape the theater unscathed – a frontal assault requires at least 3 separate **Approach checks**, and the Witnesses trigger the ***They're Onto Us!*** Setback immediately.

> **Sniper Hit.** The Witnesses can find a good spot to attempt a shot with a rifle by making an **Approach check** with 2 **Raises**, due to the people crowding the auditorium. The shot triggers the ***They're Onto Us!*** Setback immediately.

WEAKNESSES

> **New Recruit (major).** Schmidt is new to the Templar Order and although he is a fierce supporter of the cause, he remains ignorant about most of the Templar's practices and traditions. He has been briefed on the existence of the Assassin Brotherhood, but does not know their abilities or intentions. Witnesses introducing themselves as Templars can deceive him with relative ease.

Moments after completing the final objective, the simulation begins to fade. Ziggy's voice cuts through the muffled sounds of the party. He tells you that the memory block has been thoroughly explored and pulls you out of the Animus to get some rest.

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SETBACKS

A SUSPICIOUS SOLDIER (MINOR)

A Nazi soldier takes an interest in one or more Witnesses and starts asking uncomfortable questions.

FLYING BULLETS (MINOR)

Bullets start flying. The Witness must make a **Reaction check** to avoid being injured.

AN INNOCENT IS KILLED (MINOR)

One of the guests, a waiter or a dancer is accidentally killed, or summarily shot for some minor mishap by a Nazi officer.

If a number of innocents equal to the number of Witnesses are killed during the mission, the Witnesses lose 1 **Sync level**.

THEY'RE ONTO US! (MAJOR)

The Witnesses have been discovered and now Lugers lead the dance. Panic erupts among the partygoers. For the rest of the Sequence, at the end of an **Approach check**, the Witnesses must make an additional **Reaction check** to avoid the Nazis' attacks.

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NOTABLE NPCS

SS Obersturmführer Wilhelm Schmidt

DESCRIPTION: Wilhelm Schmidt is a 35-year-old German officer and recent recruit to the Templar Order. He possesses a commanding presence with a broad-shouldered, well-built frame. His closely cropped brown hair lends a neat and disciplined appearance, while his piercing blue eyes radiate a sense of unwavering determination. Dressed in a meticulously pressed black uniform, he carries himself with military precision.

Oskar Fiedler

DESCRIPTION: Oskar Fiedler is a youthful German officer. His hair, a shade of dirty yellow, is swept to one side. A neatly shaved, strong jawline defines his face, while a slightly upturned nose adds an endearing touch to his overall countenance. His lips often curl into a playful, arrogant grin, displaying a set of perfectly white teeth.

Juliette Merion

DESCRIPTION: A 21-year-old French cabaret dancer with a beautiful voice and curly hair.

The following characters are real historical personalities who lived in Paris during the period of the Nazi occupation.

Édith Piaf

DESCRIPTION: 27-year-old French singer, lyricist, and actress.

QUOTE: *"People say that I could sing the phone book and make it sound good." OR "I want to make people cry even when they don't understand my words."*

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Ernst Jünger

DESCRIPTION: 47-year-old German author, highly decorated soldier, philosopher, and entomologist serving as army captain, intelligence officer, and mail censor. He possesses strong feelings against Nazi totalitarianism and its goal of world domination.

QUOTE: *"Today, only the person who no longer believes in a happy ending, only he who has consciously renounced it, is able to live. A happy century does not exist; but there are moments of happiness, and there is freedom in the moment."*

Arletty & Hans Jürgen Soehring

DESCRIPTION: 44-year-old French actress, singer, and fashion model, engaged in an affair with a 34-year-old German Luftwaffe officer, Hans-Jürgen Soehring.

Porfirio Rubirosa

DESCRIPTION: 33-year-old Dominican diplomat, race car driver, soldier, political assassin, and polo player. Married to Danielle Darrieux.

QUOTE: *"I will risk everything to avoid being bored."*

Danielle Darrieux

DESCRIPTION: 25-year-old French actress, singer, and dancer. Married to Porfirio Rubirosa.

QUOTE: *"In order to survive, you have to be alone with yourself to regenerate the spirit."*

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SIMULATION SEQUENCE: WARFARE AT THE ABBEY

TIME FRAME: World War II

LOCATION: Saint-Omer, Abbey of Saint-Bertin (Pas-De-Calais, France) - 1943 CE

STARTING SYNC LEVEL: 70% (2 Key Objectives)

DESCRIPTION: After recovering and decoding the intel from Schmidt about a possible Piece of Eden, the Witnesses leave Paris on the trail of the Templar's Seneschal to the Pas-De-Calais region in northern France. Once in Saint-Omer, the German presence quickly becomes evident. The Witnesses approach the target location with the help of a local boatman navigating the Canal de Neufossé aboard his tugboat. Meanwhile, they review the plan to free the kidnapped French professor and retrieve the artifact, studying the map of the small town at the center of which a red circle surrounds the Saint-Bertin Abbey structure: their objective.

While the twilight starts to shroud Saint-Omer in darkness, your French boatman docks his tugboat on the muddy quay of the Canal de Neufossé. Cautiously, following your plans, you successfully pass the roadblocks and patrols to reach the monastery surroundings. While regular Wehrmacht units patrol the occupied town, Sturmbannführer Heinz Müller's SS troops garrison the Abbey of Saint-Bertin. You catch a glimpse of a terrified Lèo Dubois, the Sorbonne French history professor kidnapped by the Templars to help them find the artifact, as he's escorted out of the monastery. Suddenly shots ring out, missing you by no more than a couple of inches – an ambush! The boatman must have sold you out. The Professor is in extreme danger, and you, too, are caught in a deadly crossfire.

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KEY OBJECTIVES

> 1 - SAVE THE PROFESSOR

The Professor is in mortal danger: his SS escorts have orders to execute him down by the river. Although now they are focused on the Witnesses, at any moment they could decide to complete their mission.

CHALLENGES

> **Wehrmacht Ambush.** A unit of 5 Wehrmacht soldiers hidden behind a nearby house attack the Witnesses with machine guns.

> **Executioners.** 2 SS soldiers escort Professor Lèo Dubois from the courtyard down to the river. When the Wehrmacht opened fire, the Professor was thrown to the ground while they took cover behind sandbag barricades.

> **Crossfire.** Wehrmacht soldiers ambush the Witnesses from behind, while the SS soldiers prepare to open fire from up ahead. Until the Witnesses overcome the ***Executioners*** or the ***Wehrmacht Ambush*** Challenges, they must make a **Reaction check** at the end of each **Approach check**.

> **Searchlight Turrets.** The abbey is garrisoned by SS troops reporting directly to Müller. Most of them are stationed in the area of the monastery and will only become a threat if the **Reinforcements** Setback is triggered, but the troopers in the courtyard sweep two searchlight turrets about the town to direct fire at the Witnesses.

WEAKNESSES

> **Turn Out the Lights (minor).** Knocking out the searchlights by shooting them or disabling them would make it harder for the soldiers to see them. In this case, the Witnesses overcome the ***Searchlight Turrets*** Challenge and have 1 **Free raise** on any **Reaction check** made to face the ***Crossfire*** Challenge.

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> 2 - FIND THE PIECE OF EDEN

Once they have rescued Lèo Dubois, the Professor tells the Witnesses that the Templar Seneschal has found a ***Shard of Eden*** hidden in the abbey (see Appendix, page 173). It's a geometrical object the size of a small apple, vibrating with Precursor energy. The Witnesses must then enter the abbey where Sturmbannführer Heinz Müller and his SS guards have barricaded themselves in. The rest of the German troops begin to converge on the abbey, alarmed by shouts, searchlights, and gunfire. Luckily for the PCs, air raid sirens begin to sound all over Saint-Omer: the German outpost is under attack!

The ruined monastery is huge, with multiple access routes to it, but the main entrances are all protected by sandbag barricades behind which SS soldiers ready their guns. A humming sound fills the night sky and suddenly an air raid siren begins to wail. You were unaware of any planned raid, but one thing's for sure: you're right in the target zone of the RAF's bombs!

CHALLENGES

- SS Garrison. SS soldiers take position at the abbey's windows and doors, ready to shoot the Witnesses on sight.

- Templar Guards. 4 guards guard Müller at all times. Elite soldiers of the Templar Order, they are equipped with deadly weapons and know many of the Brotherhood's techniques, making them formidable opponents even for an Assassin. Defeating them requires 2 separate **Approach checks**.

- Sturmbannführer Heinz Müller. Müller has already found the Precursor artifact fragment in the abbey (a Shard of Eden) – he only wants to flee Saint-Omer before it is destroyed. When the Witnesses locate him, they can see the Shard of Eden clutched in his hand.

Special: Thanks to this ***Shard of Eden***, the SS Sturmbannführer can inflame the emotions of his subordinates, turning them into fearless cannon fodder to cover his escape.

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WEAKNESSES

> **Secret Passageway (minor).** A hidden passageway might be used to enter the abbey undetected, bypassing the soldiers guarding the doors and windows facing the courtyard. By activating the *Eagle Vision* skill, a Witness can find the secret entrance and overcome the ***SS Garrison*** Challenge.

Whether or not the characters made it to Heinz Müller and the Shard of Eden, RAF bombers hit their target area, ending the mission.

When you hear the dreadful roar of the approaching bombers, it's already too late – you are standing exactly where you shouldn't be. You try to escape the falling bombs with a final effort, but it is impossible, and darkness swallows you all. Trapped amidst the rubble, smoke and dust, the noise of German trucks withdrawing leaves a worse taste than the blood that fills your mouth.

"Sorry mates, but apparently the bloody Templar managed to escape..." Ziggy's voice sounds muffled over the crackling of the Simulation's flames and wounded soldiers' cries. "Don't worry lads, we will find it... you did good, let me pull you out..."

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SETBACKS

REINFORCEMENTS (MINOR)

The Witnesses are too slow to deal with the enemy forces, allowing them time to call in reinforcements from inside the abbey or elsewhere in Saint-Omer. Any **Action** **check** made to overcome Challenges involving combat with the German soldiers requires 1 **Raise**.

EXPLOSION (MINOR)

A stray shot causes a gas barrel, the fuel tank of a truck, or some spare ammunition to explode. Every Witness in the area must make a **Reaction** **check** with 1 **Raise**.

KILL THE PROFESSOR! (MAJOR)

A German soldier reaches the Professor and shoots him in cold blood. The Witnesses lose 1 **Sync level**.

See the **Desynchronization** section, on page 117 of the *Animus Handbook*

NOTE: *The Reader can choose whether Lèo Dubois somehow survives the shot or if the characters* **desynchronize** *from the Simulation.*

ROYAL AIR FORCE (MAJOR)

The RAF starts bombing Saint-Omer and the SS outpost at Saint-Bertin Abbey. Every Witness in the area must make a **Reaction** **check** with 2 **Raises**. Additionally, the monastery partially collapses – as long as they remain inside the building, the Witnesses must make a **Reaction** **check** every time they make an **Approach check**.

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Sturmbannführer Heinz Müller

DESCRIPTION: A charismatic and ruthless commander, Heinz Müller is a high-ranking member of the SS and a Seneschal of the Templar Order. Born into a prominent aristocratic family in Munich, Müller's thirst for power and urge to shape the world led him down a dark path of extremism and intrigue. He orchestrated the abduction of Professor Dubois in Paris, recognizing the potential significance of his research into the Isu and the Pieces of Eden.

Professor Lèo Dubois

DESCRIPTION: Lèo Dubois is an esteemed scholar of ancient history at the prestigious Sorbonne University in Paris. With a deep passion for uncovering the secrets of the past, the Professor has dedicated his life to studying the remnants of lost civilizations and the mysteries surrounding their existence. He caught the eye of the Templars when he published his theories about a Precursor Civilization, leading to his kidnapping in 1942.

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Despite the weariness stemming from days of grueling sessions in the Animus, the Descendants find themselves with no time to spare. With a blend of astonishment and incredulity, Ziggy uncovers traces of the Shard of Eden in the genetic memories of all the Crew's PCs. Each character appears linked to the artifact through one of their Ancestors. Regrettably, the technician cannot process the DNA of all the characters simultaneously, requiring a few additional hours to begin narrowing down the field.

The first memory block displaying traces of the artifact seems to correspond to the Descendant inheriting the genetic memory of an Ancestor from the Archaic Rome Time Frame. As Ziggy autonomously processes the data of the other subjects to cross-reference them with the trace of the Shard of Eden, the technician has already prepared the Animus to launch the next Simulation.

It's early morning and the sky over London is still gray above the rooftops. Ziggy appears triumphantly in the green room of the Stardust, wearing tinted shades and holding a cup of steaming coffee. He explains how his program has found not one, but many matches between the unknown Shard of Eden you lost track of during the World War II Simulation.

"I don't think I've ever seen anything like this before. All of you lads are connected to that specific Shard of Eden through one of your Ancestors. That's a bit of a turn-up!" he exclaims, giving you just a few moments to contemplate the revelation. "Unfortunately, I cannot process all your DNAs at once, and it'll take me a few more hours to start narrowing down the field if you know what I mean." he adds, motioning for you to follow him in the Animus room.

"I already got one ready, though. Strangely, it's not a more recent trace but an older one, much older indeed!" The Simulation that Ziggy has loaded may not be useful for discovering where the artifact ended up after 1943, although he assures you he is working on that. Instead, this Simulation could prove helpful in learning more about the artifact's origins and capabilities. There was a connection between the relic shard and one of your Ancestors in 8th century BCE Rome.

"I bet that it costs less to visit the past using all this electronic equipment than it does to take a Roman holiday nowadays! You're bloody lucky, lads: the Eternal City, 717 BCE. I've never gone so far back. Come on, your fave technician will be waiting for you in the other room, as soon as you're ready."

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SIMULATION SEQUENCE: THE FIRST CONSPIRACY

TIME FRAME: Roman Kingdom

LOCATION: Temple of Laran, Banks of the Tiber (Rome) - 717 BCE

STARTING SYNC LEVEL: 70% (2 Key Objectives)

DESCRIPTION: The Witnesses are members of the Shields of Mars, a secret group of freedom fighters founded by King Romulus himself to protect the Romans from the darkness that seems to edge closer to the city of the Seven Hills with each passing year. A conspiracy is underway against Romulus to overthrow him and subjugate the people of Rome. The conspirators have gathered in an ancient temple to officiate the propitiatory ritual for the King's assassination, to be carried out the next day, during a speech to the troops gathered on the Campus Martius. The characters must prevent an Etruscan Priest from completing the ritual and laying the foundation of "the rising Cult of Uni" at all costs.

The opening in the cane ceiling lets out the smoke of the flames that illuminates the Domus Regia, the King's House. Flickering light plays over the image of the god Mars engraved on the bronze shield hanging over Romulus' seat. The ninth hour has passed, and you are resting around the hearth, eating honey-glazed mushrooms on the eve of the King's speech to the troops, on the Campus Martius. A hooded woman named Naevia runs into the Domus, gasping for breath. Bending down on one knee, she reports of an assassination plan aimed at the King! Some of the senators, pater familias, and militia captains, unhappy with the King's politics, have been persuaded by an unknown group that Romulus has softened to such an extent that Rome risks conquest. Behind the conspiracy is a shady Etruscan man whose identity Naevia has yet to discover.

WIELDING THE SWORD OF MARS

If someone selected Romulus as their Witness, right after framing the scene in the Simulation the Reader can give the **Sword of Mars** Piece of Eden card to that player (found in the *Animi Network Card Deck* or in the Assassin's Creed RPG App). From now on, the Witness can select this Piece of Eden card and activate it at will.

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KEY OBJECTIVES

> 1 - LISTEN TO THE CONSPIRATORS' SPEECH

In the heart of the swamps north of the Tiber River stands an old temple dedicated to Laran, the Etruscan god of war. Despite this, the effigies that now decorate the temple portray the goddess Uni instead. Before putting an end to the conspiracy, the Witnesses must identify who is behind the assassination plan and what their intentions are should they successfully kill the King.

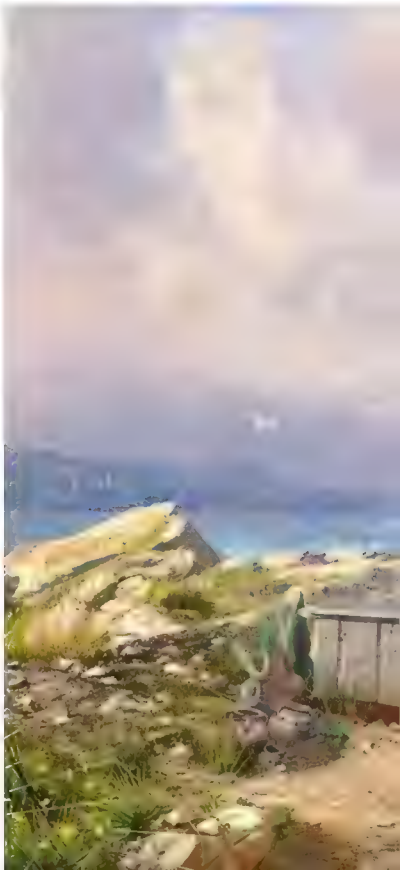
The Etruscan Priest is officiating an important ritual to the gods in the ancient temple of Laran, north of the Campus Martius over the Tiber River. You are the Shields of Mars – you must stop this conspiracy before it can develop any further. Once you reach the temple, you spot men and women in fine clothes, their identities concealed behind bronze masks, each accompanied by personal guards.

CHALLENGES

> **Entering the Temple.** The Witnesses must find a way to enter the Temple of Laran, where the traitors will participate in the ritual. The Witnesses employ stealth, disguise, or cunning to gain access to the restricted area without raising suspicion.

> **Body Guards.** Personal guards accompany each of the guests. Some stay close to their wards, while others remain discretely around the temple's perimeter. If the Witnesses are not disguised as guests, any **Stealth check** made to infiltrate the structure requires 1 **Raise**.

> **Make the Traitors Talk.** If the Witnesses are able to interrogate any of the participants in the ritual, they can identify most of the conspirators, as they can be recognized despite their masks by their posture or voice. As far as their motives are concerned, some seem to be here merely out of curiosity, while others are convinced of the need for betrayal and are persuading others. Before taking action against the Etruscan Priest, in order to try to gain enough information the Witnesses must make at least 3 separate **Approach checks**.



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During the completion of this Challenge, the Witnesses discover one of the following pieces of information for each successful **Approach check**:

1. The source of Romulus' power is the magical sword he has carried since his first battle. It is imperative to steal it from him.

2. The goddess Uni (Juno) herself has ordered the Etruscan to oust the ailing Romulus to create a new order to rule and subjugate Rome.

3. Senator Caius of the Gens (Family) Galeria is the spokesman for the Etruscan within the walls of Rome and has long been operating in the shadows to recruit the traitors gathered here tonight.

WEAKNESSES

> **Dead Traitors Wear No Masks (minor).** The characters could ambush any conspirators arriving late, posing as them to enter the temple, speak with the other guests, and get close to the Etruscan. This can overcome the ***Bodyguards*** and ***Cultists*** Challenges, or give the Witnesses a **Free Raise** when facing the ***Make the Traitors Talk*** Challenge.

> 2 - ASSASSINATE THE ETRUSCAN PRIEST DURING THE RITUAL

After trying to collect information about the traitors involved and their plan to kill Romulus the next day during his speech to the troops at the Palus Caprae (Goat Marsh), the Witnesses can proceed with their own assassination. The Priest has declared that he can feel a great spiritual force in the temple's foundations and its alignment with the full moon about to rise. If the Etruscan Priest were to be "accidentally" killed during the ritual, the superstitious Romans might perceive it to be a very bad omen, casting a pall over the whole idea of a conspiracy.

Apparently, Thresu – the Etruscan Priest of Uni, the mighty goddess you all know as Juno – has sensed an otherworldly force pulsating beneath the Laran temple's foundations. As the moon ascends in the dark sky, the priest narrates how it aligns with cosmic forces beyond mortal comprehension in a crescendo that guides the ritual to its final step, which needs all lights but the moon's to be extinguished. Time to work in the dark to serve the light: a mishap or an accident during the sacred rites might cast an ominous shadow over the conspirators' designs...

CHALLENGES

- **Move Undetected.** Setting the plan in motion without being detected by the many guards in the temple and by the circle of cultists who guard the altar is very difficult unless the Witnesses use diversions and camouflage techniques.

- **Set the Trap.** Whatever idea the Witnesses come up with to assassinate the Etruscan Priest and make it seem like the will of the gods, it requires 3 separate **Approach checks**.

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WEAKNESSES

> **Whispers (minor).** Not all of the guests are convinced by the Priest's words. The Witnesses can try to instill doubt in the minds of those present: the Priest is a foreigner, he has gathered everyone in a foreign temple, and is inviting them to enter the cult of a foreign goddess. This can lower by 1 the number of separate **Approach checks** required to overcome the ***Set the Trap in Motion*** Challenge.

SETBACKS

SUSPICION (MINOR)

As the Witnesses are intent on their eavesdropping efforts, one of the guards becomes suspicious of their presence.

THEY'RE AMONG US (MAJOR)

Somebody recognizes the Witnesses in the temple. Both cultists and guards draw their weapons and are now alert and looking for intruders. Until the end of the Sequence, all **Stealth checks** made to avoid detection require 2 **Raises.**

NOTABLE NPCS

Thresu, Etruscan Priest of Uni

Description: A great public speaker and natural charmer, Thresu is one of the most prominent members of the Cult of Uni, a shadowy collective that operates throughout the Italian peninsula. The cult worships a goddess called Uni, Juno's Etruscan counterpart, and plots to control the known world. Thresu has started infiltrating every corner of Roman, Sabine, and Latin society, even bringing some prominent pater familias, captains, and senators into his conspiracy against Romulus. By doing this, he pulls the wool over their eyes with promises of conquest and power while slowly indoctrinating them into the cult of the ancient Isu Juno.

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SIMULATION SEQUENCE: OF WOLVES AND MEN

TIME FRAME: Roman Kingdom

LOCATION: Campus Martius, Rome - 717 BCE

STARTING SYNC LEVEL: 55% (3 Key Objectives)

DESCRIPTION: When a violent storm whips up during a speech by Romulus, a handful of killers take advantage of the chaos to try to assassinate the monarch. Aided by the Witnesses, the King escapes, and leads them to the Temple of Uni, where Romulus intends to hide the Sword of Eden that the conspirators want to take from him along with the crown. There, the characters enter the underground hall of an Isu temple to face a supernatural and unexpected guardian, learning dark secrets and bitter truths.

After sabotaging the Priest of Uni's ritual, you find yourself at the Palus Caprae on Campus Martius, where the King is speaking to his troops. The city's most influential patricians are present – you think you recognize some of them from the temple. After a while, the clouds that had been stifling the seven hills over the past few days break into a sudden, violent storm above the parade ground. Everybody scatters for cover.

▶▶ KEY OBJECTIVES

> 1 - PROTECT THE KING

The Witnesses must protect Romulus and avoid getting killed themselves in the attempt. The heavy rain and mist make it difficult to fight back the killers, as well as covering their escape.

Amidst the chaos, killers wearing dark tunics and bronze masks emerge from the mist, armed with bows and daggers. Their target is clearly Romulus. They approach menacingly, bowstrings taut. It looks like your actions at the temple were not enough to stamp out this conspiracy. The King of Rome is in danger!

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ROMULUS AND REMUS, AND THE SWORD OF MARS

In this Sequence, Romulus is a key character in the storyline related to the Piece of Eden that the Descendants are investigating. He is also an available Witness of the Roman Kingdom Time Frame. If a Player selected Romulus as the Witness for their Descendant, the Reader can make them aware of the following information whenever they deem it appropriate (the Reader can also decide to impart this information to the Players in another way they see fit).

The vault beneath the Laran Temple is where, thirty-six years earlier, the Isu Mars personified in front of the twin brothers Romulus and Remus and gave them his Sword of Eden. The two young men argued over who should bear the weapon, and their discussion quickly turned to blood, Romulus eventually stabbing his brother with the Sword of Mars.

Romulus fled from the temple with the weapon and never returned. He used its powers to conquer and build. However, he never knew that the Isu Mars manifested again to his dying brother, offering him an Atlantis Artifact, a gift that would save his mortal life, at the cost of diminishing his free will and turning him into a Versipellis, an immortal wolf man with superhuman strength.

The cursed Remus is the Guardian of key objectives 2 and 3, still under the influence of the Atlantis Artifact. However, if the Reader wants to connect this Simulation Sequence to the *Champions of Eden* Storyline (see page 86), the Isu gift to the dying Remus could instead be the Ring of Moon Piece of Eden (see page 173, the *Animi Network Card* deck or the *Assassin's Creed RPG* App).

CHALLENGES

> **Arrows of Uni.** Hissing arrows fly through the mist. All Witnesses must make a **Reaction check** to avoid being injured. It is necessary to make at least 2 **Approach checks** with 1 **Raise** to eliminate the Archers.

> **Daggers of Uni.** The killers – armed with short, vicious blades – are set on targeting Romulus, but everybody in their way instantly becomes a target. Defeating the Daggers of Uni requires at least 3 separate **Approach checks.**

WEAKNESSES

> **Protect the King! (minor).** There are still a number of loyal guards nearby, and a Witness might leave the combat to muster a handful to the King's side, turning the tide of battle in his favor. In this case, only 2 **Approach checks** are required to defeat the ***Daggers of Uni*** Challenge, and the Approach checks made to overcome the ***Arrows of Uni*** Challenge require no **Raise**.

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> 2 - CONFRONT THE GUARDIAN

The Cultists of Uni want to end Romulus' reign and seize the Sword of Mars. By now, it is clear that they have poisoned the minds of many patricians and senators, and the King has no choice than to take drastic action: Romulus leads the Witnesses to a mysterious underground temple beneath the Temple of Laran. Beyond a secret door known only to him is an Isu Vault hidden dozens of feet below the surface. However, neither the Witnesses nor the King of Rome know that a fierce beast lurks in the shadows of the vault, waiting for them.

The wind dies down and the mist clears, allowing you to see a few feet further than you did moments before. The rain, for its part, shows no sign of abating, your path now a veritable quagmire. Following you should at least prove impossible. The small steps of the Temple of Laran appear before you once again, leading to welcome shelter. Inside, the abandoned bronze masks still lie on the cold ground, as does the body of the Priest of Uni.

Under your questioning gaze, Romulus advances with a decisive step towards a wall, feeling it with his left hand until he locates a particular carving. Sighing, the King draws his sword, inserting its pommel into the carving. With a resounding "click", geometric lines glow an intense yellow, a loud noise of grinding stone echoes through the temple and a secret door opens diagonally in the wall. What lies beyond is alien to Roman technology in every way. The King of Rome enters the dark, smooth tunnel behind the door and descends into the Earth's belly, down to an immense circular hall beneath a 25-foot-high dome. Perfectly square monoliths rise around the hall's perimeter, each bearing indecipherable geometric shapes and glimmering with a soft bluish glow.

Before you have taken in what you are witnessing, a terrible growl breaks the air. Two glowing yellow eyes blink open. A massive, snarling shape darts toward you, swift and lethal as a predator.

THE POMMEL OF THE SWORD OF MARS

In this scene, the players identify the Shard of Eden they have seen while participating in the World War II Simulation Sequence as the pommel of Romulus' sword, which he uses as a key to open the door to the Isu Vault.

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CHALLENGES

> **Face the Fury.** The creature that attacks the Witnesses is so fast that they fail to give it a good look, before they react instinctively and try to dodge its furious attacks. On a failure, a Witness automatically triggers the ***Brutal Combat*** Setback.

> **Howl of Terror.** The creature lets loose a deafening howl that threatens to burst the Witnesses' eardrums.

WEAKNESSES

> **Animal Companion (minor).** If a Witness has the *Animal Companion* Skill active, their faithful friend warns them of the ambush just before it's too late. In this case, a Witness has 1 **Free Raise** when facing the ***Face the Fury*** Challenge and does not automatically trigger the ***Brutal Combat*** Setback on a failure.

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> 3 - DEFEAT THE GUARDIAN

After the confusion of the initial attack, the Witnesses finally see what confronts them: a humanoid creature about 10 feet tall, with a massive, sinewy structure covered by dark, shaggy fur and tatters of ancient clothes. The beast's huge hands end in tremendous claws, and the head resembles that of a giant wolf with glowing yellow eyes.

The air quivers with an eerie silence as you confront this beast that straddles the realms of myth and reality. The monstrous being, a grotesque hybrid of man and wolf, clenches its claws, ready to rend and tear once again. However, it stands still for a moment to let you look at its figure. And so you do, and your eyes stare at that beast long enough to understand it's not just a bad dream. No, you just stumbled upon one of the terrors from Etruscan and Latin legend: the dreaded Versipellis, commonly known as a werewolf.

CHALLENGES

> **Mighty Foe.** The Versipellis is a formidable adversary, able to quickly regenerate its wounds. Defeating it requires at least 3 separate **Approach checks** with 1 **Raise**. Also, if a Witness fails this Challenge, they automatically trigger the ***Brutal Combat*** Setback.

> **Lethal Blow.** Once the *Mighty Foe* Challenges have been completed, it is time to inflict the coup de grace. This requires at least 2 separate **Approach checks**.

WEAKNESSES

> **Once Were Brothers (major).** The monster is actually Remus, the twin brother of the King. After a few moments of horrified stupor Romulus recognizes him, and he and the Witnesses can try to snap him out of his beastly curse. In this case, the Witnesses immediately achieve the ***Defeat the Guardian*** Key Objective.

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"All these years... enough! Mars! I refuse your gift! I renounce my revenge! I renounce hatred! I renounce this corrupt existence. As I finally take my last steps toward Avernus." The voice of Remus echoes in the hall as the monster calls for surrender and falls to his knees. The creature collapses heavily on the ground. As if a ritual or a curse were breaking, his unnatural eyes change to a warm hazel color, while its feral limbs slowly return to those of a young man. A thin line of blood trickles slowly from the fallen body towards the Witnesses' feet. As the Simulation starts to fade out, you can see the Witnesses picking up the body of Remus, setting him on the altar at the center of the hall, before placing the Sword of Eden back in his arms.

SETBACKS

FALLING DEBRIS (MINOR)

The violence of the beast's attacks cause the whole place to tremble. A piece of stone masonry falls from a wall, a pillar, or the vault's ceiling. A Witness must make a **Reaction check**.

BRUTAL COMBAT (MAJOR)

The monster's supernatural strength leaves armor sundered and bones broken. For the rest of the Sequence, all **Action** and **Stealth checks** made by the Witnesses who triggered this Setback require 1 additional **Raise**.

THE KING'S BLOOD (MAJOR)

Despite the efforts of the Witnesses, King Romulus is injured. The Witnesses lose 1 **Sync** level.

NOTABLE NPCS

Remus

DESCRIPTION: Born alongside his twin brother Romulus, Remus shares a mysterious origin story shrouded in myth. In life, Remus had an undisciplined spirit, constantly challenging the status quo and questioning authority, and a deep sense of justice and a burning desire for equality, all traits that later inspired the remorseful Romulus during his reign and eventually led him to found the Shields of Mars.

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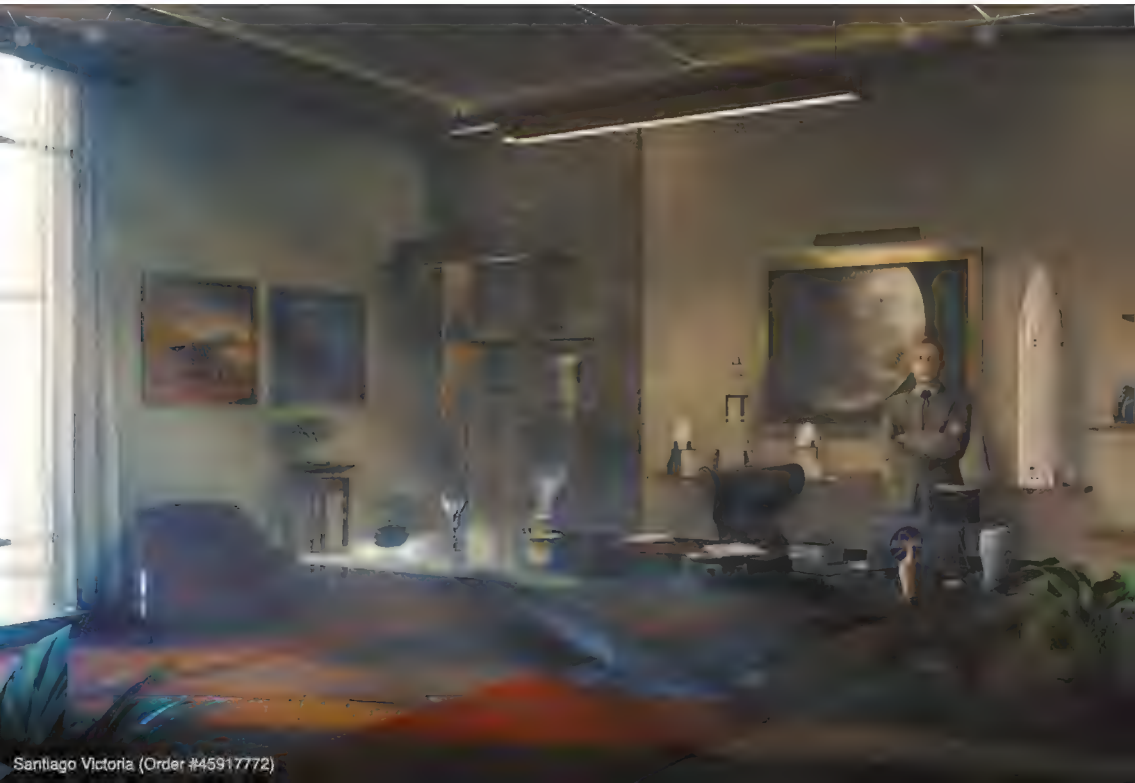
CHAPTER 2. SCIENCE AND HISTORY

The Descendants have identified the Shard of Eden that they saw during the Simulation in France in 1942: the small, geometric object in Heinz Müller's possession was the pommel of the Sword of Eden that the Shields of Mars left in the Isu Vault beneath the Temple of Laran in 717 BCE.

Once out of the Animus, the PCs have a little time to rest and consider their discovery before meeting with Ziggy and to plan their next moves.



Santiago Victoria (Order #45917772)

MODERN DAY SEQUENCE: FOR THE BENEFIT OF ALL

LOCATION: NASA Johnson Space Center, Houston, Texas, USA - 2016

DESCRIPTION: A few hours have passed since the Descendants left the gloomy swamps of ancient Rome. Ziggy gathers them in the common room; he has found something worthy of their attention. After an in-depth search and triangulation of the data gathered, the technician has found a trace of the pommel in a photograph from NASA's Johnson Space Center in Houston, Texas.

"The bloke in the photo is Dr Samuel Smith, a brilliant young engineer with no evident link to our dear Nazi Müller or the Templars. Pretty unexpected if you ask me. However, as you can clearly see, that object he seems to be using as a paperweight on his desk... well, it really looks like our Piece of Eden fragment to me, dunnit?" As you study the photo, Ziggy hands you an envelope containing plane tickets for the next flight to Houston. "Failure is not an option, lads!"

WHAT IF DR SMITH IS A TEMPLAR?

Dr Samuel Smith is not connected in any way to the Templars or other agents in pursuit of Isu artifacts. He is completely unaware of the origin of the pommel or its properties, and he ended up in its possession by pure chance — he works with astromaterials, materials not from our Earth, and found it at an auction for meteorites and objects made of exotic minerals.

This is his backstory, unless the Reader decides to introduce an intriguing twist: instead of having inherited the Shard of Eden by pure chance, Dr Smith could have been an active participant in the conspiracy or – why not – be the mastermind behind it all, possibly being the actual descendant of Heinz Müller...

▸▸ KEY OBJECTIVES

> 1 - INFILTRATE THE SPACE CENTER

Unfortunately for the Descendants, Ziggy stays behind in London and can only help them remotely. He has booked a room for the PCs in a motel not far from the Johnson Space Center and tickets for an "open house" guided tour of the facility. The Descendants must find the office of Dr Samuel Smith where the Shard of Eden could be located, and reach it without being discovered.

> *In the dimly lit room of the cheap motel, you huddle around a small, stained table cluttered with maps, tourist brochures, and the few high-tech gadgets that you could safely get through airport security. The heavy air, with the scent of mildew and stale cigarette smoke, adds to the clandestine atmosphere that fills the room. Peeking through the tattered, blue curtains, you see the blinking lights of the Johnson Space Center. Your goal is to reach Building 31, where the Astromaterials Research and Exploration Science offices are located. Time to make plans, and to make them work.*

CHALLENGES

- **The Guided Tour.** The PCs can enter the part of the facility that is open to the public as regular visitors during the open house tour at the Johnson Space Center, and wait for the right moment to sneak away from the group in search of Building 31.

- **Security Officers.** As the characters move deeper into the Space Center, they encounter vigilant security officers stationed throughout the facility.

- **Security System.** The Johnson Space Center boasts a state-of-the-art security system, including surveillance cameras, motion detectors, and latest-generation alarm systems. Any **Stealth** **check** made to remain undetected while moving in restricted access areas requires 1 **Raise**.

WEAKNESSES

- **The Article (minor).** The PCs might call the Johnson Space Center, posing as journalists from a local newspaper or TV, securing themselves a guest badge and gaining access to buildings that are normally off limits to the public. Therefore, the Descendants overcome the ***Security System*** Challenge and have 1 **Free Raise** on any **Social** **check** made to overcome the ***Security Officers*** Challenge.

- **Employee's Badge (minor).** If the PCs can steal or fake an employee's badge, they can disguise themselves as workers who would be inconspicuous walking through the Space Center corridors. In this case, the Descendants overcome the ***Security System*** Challenge.

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> 2 - TAKE THE SHARD OF EDEN

Dr Samuel Smith's office in Building 31 is a busy workspace befitting a senior employee – which might look slightly in contrast with his relatively young age. Regardless of when the Descendants infiltrate the facility, they will find Dr Smith working on legitimate NASA projects at his desk.

Looking through the open door into the office, you can see walls lined with tall bookshelves filled with volumes on astromaterials, aerospace engineering, and space exploration. At the center of the room is a spacious desk piled high with neatly stacked research papers, books, an Abstergo laptop, and a NASA-branded mug filled with steaming black coffee. And there it is... the Shard of Eden, being used as a paperweight.

CHALLENGES

> **Knock Knock.** The Descendants could try to engage in a conversation with Dr Smith while remaining inconspicuous – maybe in disguise – to try to steal the fragment of the artifact undetected. In this case, to take possession of the Shard of Eden Fragment, the PCs must make at least a **Social check** to deceive Dr Smith and a **Stealth check** to take the artifact without being noticed.

> **Ring Ring.** The PCs can create a distraction by calling Dr Smith's office phone and summoning him somewhere else in the complex. In this case, the Descendants can make a **Social check** to convince him to temporarily leave his office.

> **Over and Out.** After successfully retrieving the artifact, the PCs must exit the Space Center without raising suspicion or getting caught, before returning to the motel.

WEAKNESSES

> **Fire, Fire! (major).** The PCs could trigger the fire alarm, leading to an evacuation of the facility and allowing them to access Dr Smith's empty office. In this case, the Crew achieves the ***Take the Shard of Eden*** Key Objective. However, by doing this, they automatically trigger the ***Alarm*** Setback.

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SETBACKS

STOP RIGHT THERE! (MINOR)

Security officers spot the PCs. Any Descendant involved must make a **Reaction check** with 1 **Raise** to avoid the security officers raising the alarm or calling for backup. On a failure, the PCs automatically trigger the ***Alarm*** Setback.

ALARM (MAJOR)

If the PCs trigger an alarm or fail to effectively neutralize security measures, security officers will be alerted of the intrusion. Any **Approach check** to face the ***Security System*** and ***Security Officers*** Challenges requires 1 additional **Raise.**

NOTABLE NPCS

Dr Samuel Smith

DESCRIPTION: Dr Samuel Smith, a brilliant engineer, is the son of a US intelligence agent. He grew up in a household that valued discipline, integrity, and a strong work ethic. Deciding to follow his passion for space exploration, he excelled academically, earning a doctorate from MIT at a remarkably young age and getting his first job at NASA soon after.

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MODERN DAY SEQUENCE: HOUSTON CITY SHUFFLE

LOCATION: Houston, Texas, USA - 2016

DESCRIPTION: After the Descendants retrieve the pommel of the Sword of Mars, they return to the motel in preparation for their flight back to London. It's almost night. Moments before they leave, however, black SUVs arrive at the motel.

The last light of the day vanishes behind the red horizon as you finish packing. Suddenly, five black SUVs screech into the motel parking lot. Over two dozen Abstergo agents swarm out of them and begin a coordinated search of the place, ignoring the protestations of the motel manager.

USING THE SHARD OF EDEN

Right after framing the scene, the Reader can give the Shard of Eden Piece of Eden card (from the Animi Network Card Deck or via the Assassin's Creed RPG App) to the players. From now on, one of the PCs can select this Piece of Eden card and activate it at will.

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KEY OBJECTIVES

> 1 - ESCAPE FROM THE ABSTERGO AGENTS

The Descendants must find a way to evade the Abstergo agents, who are heading towards the PCs' location, kicking down doors. The PCs have but a few moments to grab their belongings – and the Shard of Eden – and escape before getting captured.

CHALLENGES

> **Set traps in the room.** The Descendants can use what they have in the motel room to build a rudimentary trap. Whether it is effective or not, it doesn't matter, so long as it delays the Abstergo agents.

> **Face the agents.** There are too many agents to overwhelm, but a well-executed attack might lead them into a tactical retreat.

> **Disappearing.** The PCs must leave their motel room without alerting the nearby agents. Whether they climb through the small bathroom window in the back, onto the structure's roof, or sneak through the shadows, there are so many agents that any Stealth **check** made to overcome this Challenge requires 1 **Raise**.

WEAKNESSES

> **Blackout (minor).** A character can try to create a short circuit to cause a blackout, throwing the motel into complete darkness. In this case, every Stealth **check** made to overcome the ***Disappearing*** and ***Face the Agents*** Challenges has 1 **Free Raise**.

> 2 - ACROSS THE BORDER

Anthony, an Assassin who belonged to a local long-defunct Brotherhood cell, makes an unexpected appearance. He helps the characters escape the motel and reach the Mexican frontier. There's a small plane waiting at a safe aerodrome just beyond the border, near a remote town overlooking the serene Laguna Madre: a last resort plan that Anthony always kept in working order. There, the PCs can regroup, fly back to England and safeguard the artifact.

Just as you think you've made it out, you stumble into a couple more Abstergo agents. Clad in dark suits and equipped with earpieces and flashlights, they pull up their automatic weapons and move swiftly to block your path to freedom. Before anybody can move a muscle, a loud "zzzap" fills the air. Both agents collapse to the ground, unconscious. A hooded man missing his ring finger and dressed in a worn-out Assassin vest stands behind the agents. Strapped to his forearm is a shock blade. He retracts the blade with a quick, calculated move. "I'm Anthony, and I'm a Brother! C'mon, we gotta move quick, those bastards arrived in numbers!" He urgently gestures for you to follow him to a nearby pickup truck.

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CHALLENGES

> **Dusty Pursuit.** The pickup is going full throttle, but it doesn't take long for a couple of Abstergo SUVs to catch up with them, attempting to ram the PCs' vehicle off the road. The PCs must outmaneuver the agents on the dusty Texas roads. Given the high speed, any **Approach check** made to overcome this Challenge requires 1 additional **Raise**.

> **Aim and Fire.** Anthony's got some firearms in the back of the pickup. The characters can open fire at the approaching vehicles.

> **Pit Stop Heist.** Since Abstergo might have registered the model, color and plate of Anthony's pickup, the PCs must make a pit stop to "obtain" a new vehicle. The PCs must get a new car without drawing attention.

WEAKNESSES

> **Smoke Bomb (minor).** A PC that has or creates a smoke bomb can throw it on the road to block the pursuers' view. They'll need to find the right materials to create the smokescreen or something similar. This could involve tampering with machinery to release steam or triggering a small chemical explosion. In this case, any Approach check made to overcome the *Dusty Pursuit* and *Aim and Fire* Challenges have 1 Free **Raise**.

After hours of intense driving and heart-pounding adrenaline, you, Anthony, and the stolen pommel of the Sword of Mars finally arrive at the secluded aerodrome a few miles across the Mexican border. Anthony tells you he has been waiting for a good excuse to use his escape plan for over a decade, and now it's time. The old rusty plane is waiting in a tiny hangar. With a collective sigh of relief, you abandon the car and get ready to jump onboard. Anthony nods in silent acknowledgment of your success as he tries to start the aircraft's engines. It takes a couple of minutes, but eventually, with the grumble of an old wreck, it sets in motion. "It's alive! Alive!" yells Anthony as he drives to the dark runway.

However, while you take your seats, Anthony gives a worried look back at the empty aerodrome. "They'll come for us... they always do. But we'll be ready, right?" A mixture of excitement and concern settles over the cockpit as the plane starts to accelerate up the runaway, your minds race with questions about the next steps.

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SETBACKS

CALL 911 (MINOR)

The distant wailing of sirens pierces the air as flashing red and blue lights grow closer. Another driver has reported the dangerously erratic driving of the pickup, gunfire, or the theft of a car from the gas station. Time is of the essence, and PCs now have to lose the police as well as Abstergo.

NOTABLE NPCS

Anthony the Assassin

DESCRIPTION: Anthony, the last Assassin of a long-defunct Brotherhood cell based in Texas, is a tall and athletic man in his late forties, with a rugged appearance that makes him effortlessly blend into a number of environments. He has a strong jawline, long brown hair, and a pair of piercing dark eyes.

Anthony is a double agent, working secretly for Abstergo. Yet, driven by a fervent desire for a world unburdened by the ancient feud between Assassins and Templars, he's not loyal to the Templar cause either, and he pursues his own agenda. He has been monitoring the Crew since they landed in Houston, and plans to help them until he gains their trust and eventually exploit the secrets hidden in their genetic memories to take the Sword of Mars for himself, with which he plans to transcend the ancient feud and free the world from the factions perpetuating the clandestine conflict (this will come to pass in Chapter 3, in the **Abstergo Raid!** Modern Day Sequence).

Abstergo Raid! (see page 75)

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WHO ELSE COULD ANTHONY REALLY BE?

If the Reader wants to weave a more intricate plot concerning Anthony, he can be made more than just a double agent. Here follow an interesting option:

> **Anthony is a Descendant of Mordred:** Anthony is a direct descendant of the legendary Mordred, and has always been haunted by premonitory dreams of an Avalon reborn and his role wielding Excalibur to achieve such a purpose. The Templar Order and the Assassin Brotherhood are mere pawns in the grand design he envisions. His allegiance to either faction is transient, a means to an end that involves the rising of Avalon as a dominant force in the modern day world.

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With the precious Shard of Eden securely in their grasp, the PCs and Anthony effectively reach out to Ziggy, who promptly arranges their return to the hideout in the UK. Initially wary of the Crew's newfound partner, Ziggy conducts a series of thorough background checks. Upon finding nothing suspicious, the technician cautiously accepts the unexpected assistance. Continuing with the mission, Ziggy utilizes his expertise to analyze the Shard of Eden and extract valuable information.

"Finally! I'm gathering new data from this fragment you've recovered, and it's proper incredible. I managed to locate the moment when another of your Ancestors crossed paths with the sword. That means we can skip right to that instant. Get ready, you're going to visit Britain in the ninth Century!"

SIMULATION SEQUENCE: A GAME OF CAT AND MOUSE

Time Frame: Viking Age

Location: Ravensthorpe, Mercia, Britain - 883 CE

Starting Sync Level: 70% (2 Key Objectives)

Description: The Witnesses are a group of old companions of Eivor, *jarlkona* of the Raven Clan, sent to help her by Niamh, the woman of the mists. Eivor recently returned from Ireland when worrying rumors reached her ears: a group of mercenaries led by a mysterious knight have been raiding her territories. These raiders seem to be searching for Eivor herself.

Concerned about the situation, Eivor devises a plan to gather information. She allows herself to be captured by the mercenaries in order to discover their true motives.

As your eyelids slowly open, you find yourself bound to a chair, your arms tightly secured behind your back. Your vision adjusts to the dimly lit surroundings, illuminated by the flickering flames of a small fire in the corner of the room. The air is filled with a cacophony of indistinct voices, muffled by a loud buzzing sound.

You notice five people rummaging through your belongings, scattered on a nearby table, their chatter blending with the crackling of the fire. Suddenly, the creaking of the wooden door draws your attention, and a man enters the room. He is clearly a knight

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— his attire is lavish, his garments meticulously groomed, and a finely crafted sword hangs at his side. Engaging in a brief exchange of words with the other men, the distinguished figure directs his attention towards you, approaching with an air of mockery: "Ahahaha, well, well. It seems I was correct in my assumption. I always suspected that your reputation was nothing more than embellishments and the sweat of others.

Now, my Norse friend, do enlighten me. Where is Excalibur?"

At that moment, the door swings open once more, revealing Niamh and your trusted companions standing at the threshold, ready to fight!

EXCALIBUR AND THE SWORD OF MARS

Excalibur, the legendary sword of King Arthur, is no less than the Sword of Mars that the Crew is looking for. In the 5th century, King Arthur drew the sword from a stone, earning the trust of the Women of the Mist, a group of Celtic witch-warriors from Avalon, the guardians of Excalibur. Arthur later distanced himself from them due to his affiliation with the Order of the Ancients, giving rise to a rival group, the Descendants of the Round Table. After Arthur's demise, the clan safeguarded Excalibur beneath Stonehenge, until the late 9th century when Viking Eivor Varinsdottir took it. In 878, Niamh of Argyll, a priestess of the Women of the Mist, was instructed by their Lady to spy on the organization called the Hidden Ones and retrieve the sword. Despite facing numerous challenges, Niamh succeeded in her mission. Currently, Excalibur is in her possession.

At the start of this sequence, Excalibur is in Niamh's hands.

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▸▸ KEY OBJECTIVES

> 1 - ELIMINATE THE OPPOSITION

The knight draws his sword, and the mercenaries immediately ready their weapons and attack!

Special: Eivor starts the fight restrained, therefore she must make a Challenge to free herself if she wants to join her friends.

CHALLENGES

> **Well-Armed Mercenaries.** The mercenaries are capable and well-armed, and despite the initial surprise, they fight with ferocity, selling their lives dearly. Therefore defeating them requires 2 separate **Approach checks**.

> **Knight of the Round Table.** The mysterious knight, Leofwine, fights skillfully.

WEAKNESSES

> **I don't want to die! (minor).** Leofwine, surprised by the situation, will surrender at his opponents' first sign of martial superiority. Witnesses can easily overcome the ***Knight of the Round Table*** Challenge if they prove skilled and deadly, perhaps by effortlessly defeating the mercenaries.

> 2 - RETRIEVE INFORMATIONS

Once the Witnesses have defeated Leofwine and the mercenaries, a thorough search or interrogation will gather the information they need.

CHALLENGES

> **Thorough Search.** Leofwine is carrying a medallion bearing a symbol that is easily identified as referencing the Knights of the Round Table, the loyal servitors of the legendary King Arthur who is believed to have reigned over Britain in the fifth century. Yet, the symbol seems to be a variant, suggesting a reference to Mordred, the traitorous son of King Arthur. Moreover, Leofwine arrived here on a horse, that if inspected is burdened by saddlebags containing a few coins from the kingdom of Wessex, some wine, and a map showing the route from Glastonbury to Ravensthorpe.

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> **Interrogation.** If questioned, Leofwine reveals that he belongs to the Descendants of the Round Table', a group serving a leader they call 'Mordred', out of their headquarters at Glastonbury Abbey — their goal: recover the mythical sword Excalibur and conquer Britain.

WEAKNESSES

> **Eagle Sense (major).** If one of the Witnesses were to kill Leofwine and then use Eagle Sense (see Skill Cards), they can obtain all the necessary information, including the location of the knights at Glastonbury Abbey and their motives, as above.

SETBACKS

BURNING EMBERS (MINOR)

During the fight, someone stumbles upon the fire in the corner of the room, or kicks it on purpose, spreading burning embers around the wooden house. If this Setback is triggered three or more times, it directly activates the ***Flames*** Setback.

FLAMES (MAJOR)

The whole house catches ablaze. Heavy smoke fills the air, making eyes itch and breathing difficult. For anyone in the flaming building, any **checks** require 1 additional **Raise**.

NOTABLE NPCS

Niamh

Description: Niamh of Argyll is a cunning Celtic witch-warrior from the Women of the Mist, with dark reddish hair tied back with a ribbon. She has a lunar tattoo on her forearm, a symbol of her faith in Avalon. Niamh heavily influenced the politics in Mercia, initially infiltrating the Hidden Ones to discern their objectives in Britain. She later proved her allegiance to her people by taking Excalibur from Eivor Varinsdottir. Despite this betrayal, Niamh later forged a powerful alliance between the Women of the Mist and the Hidden Ones, uniting them in a common front against the Order of the Ancients and their allies.

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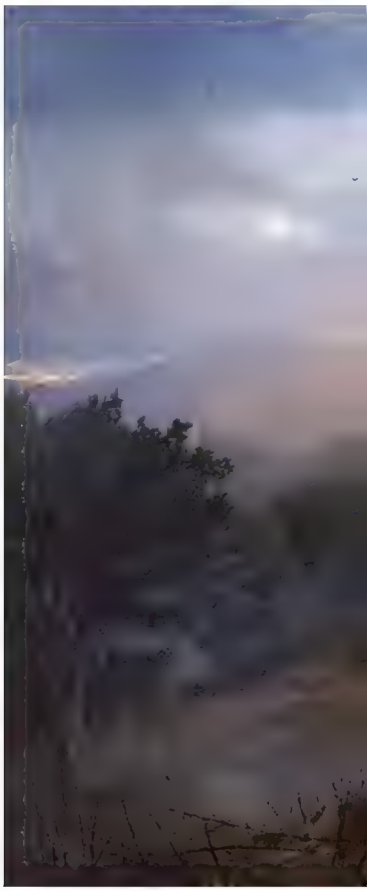
SIMULATION SEQUENCE: BIG TROUBLE IN GLASTONBURY ABBEY

TIME FRAME: Viking Age

LOCATION: Glastonbury, Wessex, Britain - 883 CE

STARTING SYNC LEVEL: 55% (3 Key Objectives)

DESCRIPTION: The Witnesses are on their way to Glastonbury, to thwart the plans of the Knights that are looking for Excalibur. When they are in sight of the abbey, something strange happens to the Simulation —a Glitch. Once the anomaly has passed, the Witnesses must stop Mordred, hoping nothing else goes wrong.



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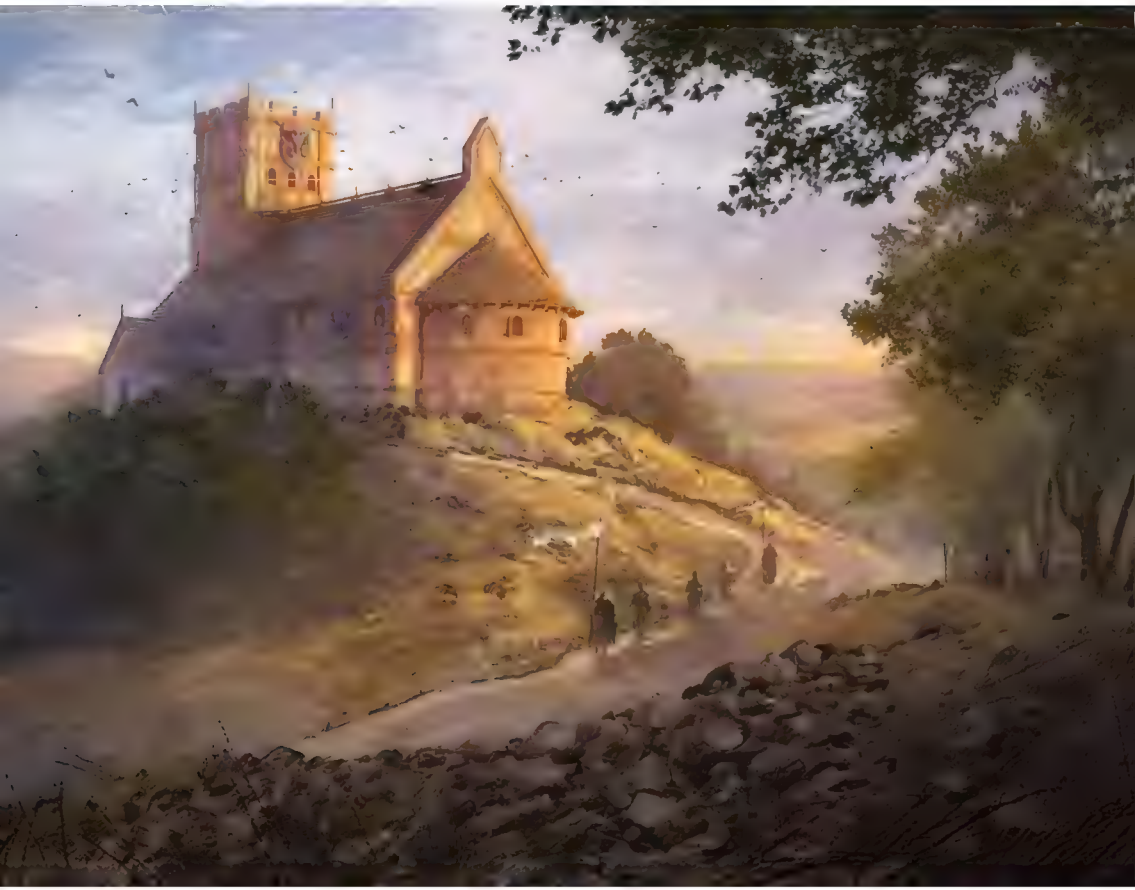
You leave Ravensthorpe at once, and you begin a long ride toward Glastonbury on the trail of the Descendants of the Round Table. Given how far they have come to retrieve the sword, putting an end to their plots has become a priority.

The following day, as you cross the misty countryside of Albion, you hear a worried voice in your head: "Something is wrong! I don't understand..."



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KEY OBJECTIVES

> 1 - SURVIVE THE GLITCH

The Witnesses find themselves caught in the middle of a Glitch. As they ride across the countryside, the sky is broken by dots of multicolored lights, and strange shapes appear among the clouds.

> *You are looking up, surprised by sudden flashes disrupting the blue sky above you. Suddenly, what can only be German war planes from WWII burst through the clouds and start firing at you! Ziggy's voice fills your ears: "Bloody hell!"*

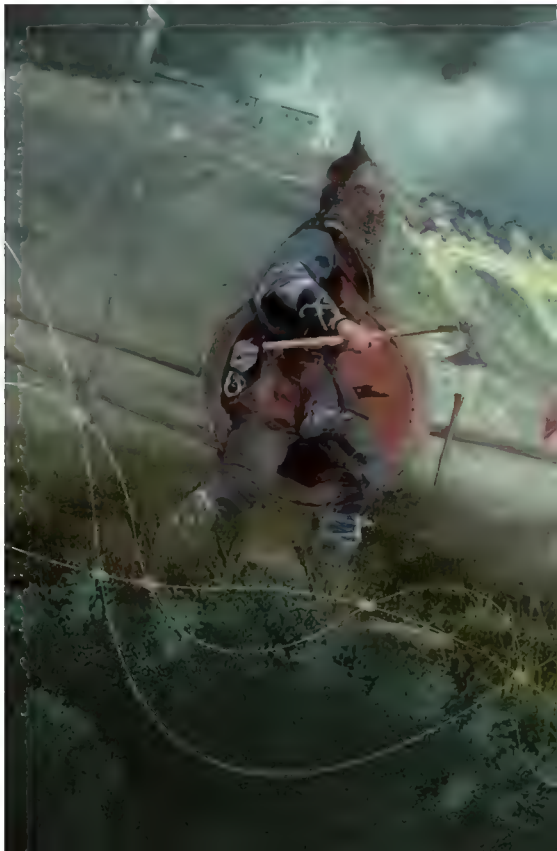
Special: Until the Witnesses overcome the ***Survive the Glitch*** Objective, use the following Setbacks:

FLYING BULLETS (MINOR)

Bullets fly. The Witness must make a **Reaction check** to avoid being injured.

DESYNC GLITCH (MAJOR)

Something is definitely wrong with this memory block! The glitch in the simulation erodes the Witness' Synchronization, lowering the **Sync level** by 1.



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CHALLENGES

> **Machine gun burst.** German planes open fire on the Witnesses. Finding cover won't be easy and requires a **Reaction** with 1 **Raise**.

> **Bomb.** One of the planes drops a bomb that explodes near the Witnesses, hurling shrapnel and earth in every direction.

After a brief moment of confusion, everything returns to normal. Ziggy's voice resonates with reassurance, "It seems over now. I don't understand what happened, but you shouldn't have any more problems now... I hope."

You continue riding towards Glastonbury. Finally, the majestic abbey comes into view, the ominous emblem of Mordred adorning its sides.

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> 2 - ENTER THE ABBEY

The Witnesses must gain access to the abbey and defeat Mordred. There are many ways in. They could go straight to the front door, facing the majority of the knights right away. They could also climb to a window on the side or gain entry via the roof.

Outside the building, some guards patrol the perimeter. As fire lights filter from the windows of the abbey, you can spot a window on the structure's highest floor.

NOTE: *In this simulation, Niamh accompanies the group and gives Excalibur (the Sword of Mars, see box) to Eivor to help her in the battle against Mordred.*

WIELDING THE SWORD OF MARS

If one of the players has selected Eivor as their Witness, the Reader can now give the *Sword of Mars* Piece of Eden card (from the *Animi Network Card* Deck or via the *Assassin's Creed RPG* App) to that player. From now on, the Witness can select this Piece of Eden card and activate it at will.

CHALLENGES

> **Patrols.** The perimeter of the abbey is patrolled by three groups, each composed of a knight and a squire. The patrols fulfill their duties diligently, yet they have never had any trouble before, and are not particularly experienced. Therefore, any **Stealth** **check** made to complete this Challenge has 1 **Free Raise**.

> **Guards.** At the entrance of the abbey, a pair of lackadaisical squires stand guard. Engrossed in an animated conversation, they discuss the ongoing sword quest undertaken by the knights. However, one of the squires, unconvinced of the sword's purported magic, dismisses the entire endeavor as a futile waste of the knights' time.

WEAKNESSES

> **Challenge Mordred (major).** One possibility to enter is to issue a formal challenge, appealing to the honor and reputation of Mordred. This will allow the Witnesses to enter the abbey and overcome any challenges needed. If this Weakness is exploited by the PCs, then the Reinforcements Setback is triggered and Alston the Black arrives to fight as Mordred's champion (see *Notable NPCs* and *Setbacks*, below).

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> 3 - DEFEAT MORDRED

The Descendants of the Round Table intend to conquer all of Britain, and if they were to get hold of the Sword of Mars, they would become a truly unstoppable threat. Defeating their leader is the only way to stop them. '**Mordred**' is actually a woman, Lady Elaine Pendragon.

Mordred
(see Notable NPCs, on page 64)

The abbey's chambers abound with supplies and materials, likely acquired through recent raids. Intricate tapestries grace the interior walls, portraying a version of the Arthurian legend where Mordred takes center stage, underscoring the significance of this enigmatic cult.

CHALLENGES

> **Defeat Mordred's Chosen Knights.** These four heavily armored and highly skilled knights are Mordred's defenders. Therefore, this Challenge requires at least 2 separate **Approach checks** to be overcome. Also, due to their combat prowess and coordination, any **Action check** made to oppose them in combat requires 1 **Raise.**

> **Fight Mordred.** Lady Elaine is a formidable opponent, a true heir to not just because of her training but also because Isu blood courses through her veins. Therefore, any check made to overcome this Challenge requires 1 **Raise**.

WEAKNESSES

> **Flames and Smoke (minor).** Stealthily setting fire to supplies might draw most of the knights' attention elsewhere. The building will also quickly fill up with smoke, making sneaking easier. Therefore, any **Stealth check** made inside the building has 1 **Free Raise**.

Once Mordred is defeated, As the Witnesses make their way out of Glastonbury, Niamh intercepts Eivor with a determined look in her eyes:

"This sword is far too potent to risk it falling into the wrong hands," she utters, her tone unwavering. "The Women of the Mists and I shall safeguard it, but I need you to aid in ensuring its protection." With that, Niamh opens her hands, revealing the pommel of her sword. "Find a suitable location to hide this piece far from here."

Eivor's gaze locks with Niamh's, her features tense with mixed emotions. "You first snatched away my sword, and now you charge me with concealing this fragment? Bah. I plan to depart Albion soon and return to Paris. It will be a good place to find a secure hiding spot."

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SETBACKS

REINFORCEMENTS (MAJOR)

If this Setback is triggered, one of the following Challenges can be used during the second and the third Key Objective completion in this Sequence:

- **Knights.** A group of armed Knights join in with the intent to eliminate the Witnesses.

- **Alston the Black.** Knight Alston arrives on the scene on horseback. He is a skilled fighter, who has trained all his life in combat. Therefore, this Challenge requires at least 2 separate **Approach checks** with 1 **Raise** in order to be overcome.

NOTABLE NPCS

'Mordred' - Lady Elaine Pendragon

Description: Lady Elaine Pendragon descends in direct line from Mordred, the son of King Arthur. She fights as a fully armed and armored knight, bearing the crests of her ancestor. She's a tall woman, a born leader, capable of inciting her followers to a frenzy. Driven by a thirst for power, she is focused on obtaining the legendary sword, Excalibur, at all costs.

Alston the Black Knight

Description: Alston is a skilled and valiant knight. He is also Mordred's husband, and once he joins the fray, he will fight to the death to defend her.

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CHAPTER 3. THE SWORD OF KINGS

The Descendants have made an important discovery: the Sword of Mars, the blade that laid the foundation of Rome, is also the legendary Excalibur. Passing through Niamh's hands to the shieldmaiden Eivor Varinsdottir, the "wolf-kissed" herself, who eventually hid the pommel in the abbey of Saint-Bertin, in Saint-Omer, France.

While the PCs absorb this newfound information, Ziggy delves into the history of the Assassins, seeking more details on Excalibur. The Arthurian Legend might hold crucial clues about the location where the rest of the sword now rests.

After a few days of research, Ziggy returns triumphant. "It looks like the next step is tucked away right in the DNA of one of ya. I should have thought about it from the beginning. It can't be a bleedin' coincidence that all the bread-crumbs we've gathered so far have sprouted from your pasts. Get yourselves ready, we're off on another knight-hunting spree, but this time, we're going back to the Victorian Era."

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SIMULATION SEQUENCE: A KNIGHT'S QUEST

TIME FRAME: Industrial Revolution

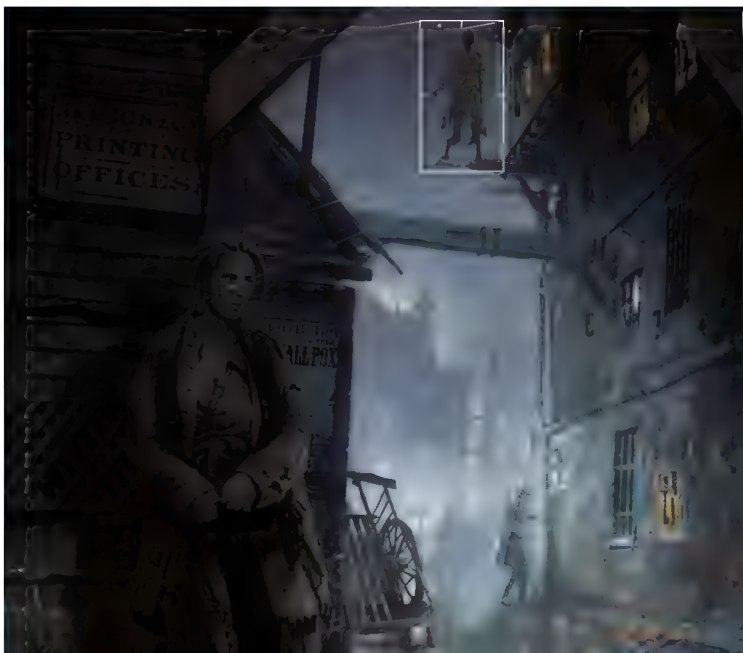
LOCATION: London, England - 1870 CE

STARTING SYNC LEVEL: 55% (3 Key Objectives)

DESCRIPTION: The Witnesses are helping the London police to investigate a mysterious murder, when someone captures their attention, leading to a frantic pursuit through the bustling streets of London. The chase climaxes in a tense confrontation with a Knight of the Round Table.

It's a gray autumn morning, traces of recent rain pooling at the alley's edges. A few streets away, the Thames lends a pervasive humidity to the air, mingling with scents of mud, burned pastry, and a metallic tang. As you round the corner, the source of the last odor becomes apparent. Sergeant Abberline stands beside a lifeless body, blood spread across half of the alley. His eyes are narrowly focused, locked onto the corpse. He raises his gaze briefly to acknowledge your arrival.

"I'm sorry to have called you out so early," he says, "but I needed your assistance here."



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KEY OBJECTIVES

> 1 - INVESTIGATE THE MURDER SCENE

The Witnesses are busy checking the scene of a brutal murder.

> *The lifeless body sprawled facedown is that of a middle-aged man, wearing rich clothes suggesting a life of privilege. Deep wounds inflicted by a sharp-edged weapon mar his back and abdomen, undoubtedly the cause of his demise. Even in death, an expression of panic remains etched upon his face.*

CHALLENGES

- **Looking for Clues.** The body offers several clues. Firstly, a pendant or a necklace, apparently torn away with some force, has left a visible mark where it once hung around the victim's neck. Furthermore, a conspicuous Templar symbol is etched into the mud beneath the man's right hand. This cryptic mark, possibly one of the last actions taken by the victim before his death, raises questions about his involvement with the Templar Order or the circumstances leading to his death. A walking stick is still firmly clutched in his left hand, its silver head intricately engraved with three crowns. This distinctive item adds another layer to the enigma, hinting at the man's social status or affiliation.

WEAKNESSES

- **Eagle Vision (major).** A Witness using the *Eagle Vision* skill automatically catches all clues present at the scene (see the ***Looking for Clues*** Challenge).

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> 2 - LONDON CHASE

After the Crew has spent some time on the scene of the crime, their attention is drawn by a mysterious figure fleeing the scene. The Witnesses pursue the elusive figure across the rooftops of London.

As you carefully investigate the scene, a shadowy figure leans over the rooftop's edge above, causing rusted flakes to dislodge from a gutter and tumble to the ground below. As soon as they realize that they have been spotted, the figure darts away nimbly. They traverse the rooftops with astonishing finesse, effortlessly leaping from one structure to the next, showcasing a remarkable prowess at free running.

CHALLENGES

> **Climbing fast.** The Witnesses must rapidly climb the nearby buildings if they are to have any hope at catching the fleeing figure. Since the recent rain has made most of the holds slippery, any **Approach check** made to climb, requires 1 additional **Raise**.

> **Leap of Faith.** As the chase continues, the elusive figure manages to maintain their lead. However, a chance for the Witnesses to close the gap presents itself when their quarry enters a construction site. By navigating the external scaffolding and leaping through a window, the Witnesses will have a golden opportunity to put an end to the figure's escape.

WEAKNESSES

> **Rope Launcher (minor).** If any of the Witnesses have a rope launcher or similar device in their Gear, they overcome the ***Climbing Fast*** Challenge.

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> 3 - FIGHT THE KNIGHT

Once the Crew catches up with the escaping figure, they must confront them, whoever they are.

You have cornered the enigmatic figure. Their eyes dart around, frantically searching for an escape route, only to realize that there is none. The figure swiftly draws a sword and removes their cape in a single smooth motion, revealing her identity: a young woman, features carved with determination, ready to confront whatever lies ahead.

With a grimace the woman raises her voice: "I am Galahad, Knight of the Round Table. You have killed one of my peers, and you will pay. By the blood of the King, Arthur Pendragon, if I am fated to meet my end, it shall be with honor."

CHALLENGES

> **Swashbuckling.** Galahad is a formidable opponent, skilled in dueling. Therefore, this Challenge requires at least 2 separate **Approach checks** with 1 additional **Raise** in order to be overcome.

> **Ending the fight.** Galahad knows from the beginning she is no match for her opponents. Nevertheless, she remains resolute, determined to fight until the very end.

WEAKNESSES

> **Dirty Fight (minor).** Galahad is idealistic and chivalrous, no match for the tricks of a dirty fighter. Therefore, any **Approach checks** made to fight her that involve these kinds of tactics don't require any additional **Raise**.

> **Refusing to fight (major).** If the Witnesses refuse to fight, not even drawing their weapons, a confused Galahad will lower her weapon. If the misunderstanding about the murder is cleared up, Galahad will tell them what she knows, leading to achieving the Key Objective.

"Wait, so you weren't responsible for the deaths of Sir Ian and the other Knights? I had assumed it was the Brotherhood. If not you, then who?" Galahad's tone is laced with surprise and confusion. She continues, "Come with me. I'll take you to speak with Arthur."

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SETBACKS

SLIPPERY! (MINOR)

The Witness must make a **Reaction check** to avoid a bad fall.

WRONG PLACE, WRONG TIME (MAJOR)

As the Witnesses continue the chase, they collide with a group of thugs. The Reader can add the following Challenge:

> **FISTFIGHT.** The Witnesses must face a group of ill-intended thugs. It is necessary to make at least 2 **Approach checks** with 1 **Raise** to eliminate them all.

NOTABLE NPCS

Galahad

DESCRIPTION: Galahad's real name is Chloe Taylor Cavendish, but she proudly embraces the title she earned within the esteemed ranks of the Descendants of the Round Table. Above average in height, she possesses a lithe and athletic frame, a testament to her prowess as a warrior. Her raven-black hair, flowing in glossy waves, frames a face marked by steely determination and unyielding resolve.

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SIMULATION SEQUENCE: THE ROUND TABLE

TIME FRAME: Industrial Revolution

LOCATION: London, England - 1870 CE

STARTING SYNC LEVEL: 70% (2 Key Objectives)

DESCRIPTION: Guided by Galahad, the Witnesses reach the headquarters of the Descendants of the Round Table, where they are supposed to meet with Arthur. Instead, they are greeted by a grim and unexpected sight — a Templar agent and a band of ruthless thugs have arrived ahead of them and they are intent on interrogating Arthur to find Excalibur's secret resting place.

As the Animus loads the new Simulation, Ziggy's voice breaks through, "Let's hope these bloody knights are better than the ones Eivor encountered." The streets of London begin to materialize around you, as you make your way towards a tall brick building. As Ziggy's voice fades into the background, you hear the alarmed voice of Galahad, saying "...over here, quick! There's something wrong. It's all too quiet."

You enter the building, and quickly climb to the first floor. Here, you pass a corridor adorned with elegant dark wood and paintings depicting noble knights and heroic deeds, leading to a wide room. Tapestries adorning the walls display a crest with three crowns, the same that were on the late Sir Ian's cane. The morning sunlight filters through intricately carved windows, casting an ethereal glow across the room's centerpiece: a large, round table surrounded by numerous empty chairs.

Suddenly a side door swings open, and a group of armed men steps into the room...

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▸▸ KEY OBJECTIVES

> 1 - FIGHT THE THUGS

A force of half a dozen street thugs hired by the Templars stands between the Witnesses and their goal.

> *Before you, a threatening group of half a dozen men has entered the room, brandishing a menacing arsenal – clubs, knives, even a gun or two. They stand, prepared for a confrontation. Behind them, the sound of a struggle can be heard, adding a layer of urgency to the situation.*

CHALLENGES

> **Fighters.** The thugs engage anyone who crosses their path. To defeat them, the Witnesses must make at least 2 separate **Approach checks**.

> **Gunners.** Two thugs start shooting. To eliminate both, the Witnesses must make at least 2 separate **Approach checks**.

WEAKNESSES

> **We are the Frye twins! (minor).** If any of the players are playing the Frye twins and they try to intimidate the Thugs, their fame convinces half of them to leave and avoid the fight. Therefore, the Witnesses must make only one **Approach check** for each Challenge presented in the ***Fight the Thugs*** Key Objective.

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> 2 - ASSASSINATE THE TEMPLAR

As soon as the thugs are defeated, the Witnesses must stop the remaining Templars and save Arthur.

As you step into Arthur's chamber, your eyes fall upon four individuals, focused on guarding a fifth. This man is brutally interrogating a woman tied to a chair. Despite her situation, the woman's gaze seems unyielding, as if supported by an unwavering resolve.

CHALLENGES

> **Defeat the Bodyguards.** Four highly skilled bodyguards defend the Templar agent. Therefore, this Challenge requires at least 2 separate **Approach checks** to be overcome. Also, due to their prowess and coordination, any **Action check** made to oppose them in combat requires 1 **Raise.**

> **Kill the Templar Leader.** Although intelligent and obsessed with Excalibur, the Templar leader is not as capable in combat. Therefore, any **Action check** made to face him in combat has 1 free **Raise.**

WEAKNESSES

> **Too Fast! (minor).** If the Witnesses sneak into the room and promptly eliminate the Templar leader, his bodyguards will recognize defeat and flee. In this case, the Witnesses overcome the ***Defeat the Bodyguards*** Challenge.

As the Templar falls, Arthur's gaze locks onto you. The initial surprise painted across the woman's face is now lit by a profound understanding. "The day has finally arrived," she says, "Arthur's life is saved by those who take lives by the Creed." She then continues, with a tone charged with a sense of premonition: "We are the heirs to the King's will and descendants of the Women of the Mists, the protectors of Arthur's sword. Your arrival was foretold."

"Within the misty Vale of Avalon, the Sword lies divided yet whole in purpose. From the pyramid that will one day rise on this very land, one will find the stone ring that can speak to the pommel and you will see the place where the blade lies dormant."

"It is now your duty to safeguard this secret, a secret that will only reveal its true value in your future. Galahad, assist me. They are deserving of all the honors befitting true knights."

As Galahad helps Arthur up, the simulation begins to fade. Anthony's voice chimes in, remarking, "Of course, the Vale of Avalon, Glastonbury. They have a pyramid stage at the festival there... it all seems so obvious now!"

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SETBACKS

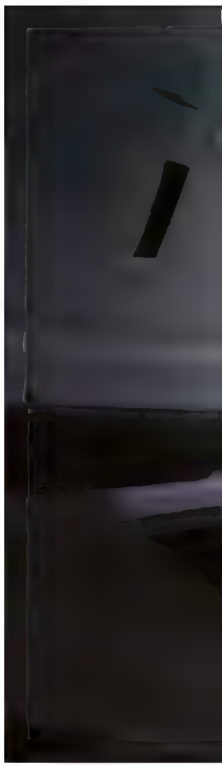
GALAHAD IS WOUNDED! (MINOR)

Galahad is wounded in the fight. If she is wounded a number of times equal to the number of Witnesses, the Witnesses lose 1 **Sync level**.

REINFORCEMENTS (MAJOR)

If this Setback is triggered, one of the following Challenges can be added to this Sequence:

- **Thugs.** More thugs arrive to join the fray.
- **Templar bodyguard.** A trained Templar fighter comes to help his master. Any **Approach check** made to stop the bodyguard requires 1 additional **Raise**.



NOTABLE NPCS

Arthur

Description: Arthur, real name Amelia Fairchild, embodies a unique amalgamation of wisdom, strength, and resilience. As the daughter of a British army colonel, she carries herself with a regal authority, a testament to her innate leadership qualities. In her late forties, Amelia's silver hair frames a face marked by the passage of time, yet her demeanor exudes a timeless elegance. Her attire, both practical and refined, reflects her pragmatic approach to life.

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MODERN DAY SEQUENCE: ABSTERGO RAID!

LOCATION: The Stardust Theater, Camden Town Market, London, England

DESCRIPTION: As the PCs finally discover the sword's whereabouts, Anthony is revealed to be a traitor, and makes off with the pommel. Worse yet, he has revealed the PCs' location to a force of Abstergo agents, who now descend upon the hideout. The clock is ticking, and the PCs must swiftly escape to catch up with Anthony before he can find the rest of the sword.

As you emerge from the Animus, Ziggy's voice snaps you back to reality, filled with concern and urgency. Ziggy lets out a stream of invectives."I have bad news... Anthony double-crossed us, and he took the bloody pommel. Abstergo agents are on their way right now, lots of them." Ziggy's eyes are glued to the surveillance screens, which show a swarm of Abstergo operatives converging on the theater.

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KEY OBJECTIVES

> 1 - DOWNLOAD THE DATA AND DESTROY ALL EVIDENCE

The PCs have to find a way to buy Ziggy some more time, slowing down the arrival of the Abstergo agents.

> *Ziggy starts tapping away at his workstation, shouting, "Buy me at least 5 minutes, I have to transfer and cancel everything before they arrive!"*

CHALLENGES

> **Set traps at the entrances.** The PCs can use what they can find in the theater to build a rudimentary trap. Whether it is effective or not, it doesn't really matter, so long as it delays the agents.

> **Face the agents.** There are too many agents to overwhelm, but a well-executed attack might force them into a tactical retreat to await reinforcements.

WEAKNESSES

> **Flammable (major).** Fire is no joke, and no one wants to rush into a building engulfed by flames, not even the Abstergo agents. Setting the theater on fire will slow the assault significantly, but it will also put the PCs in great danger. Such an action triggers the **Smoked Out** Setback automatically.

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> 2 - ESCAPE

The Abstergo agents burst in, fully loaded and ready to open fire. The PCs have to run to a vehicle to escape.

A wave of Abstergo agents storm in with guns blazing, unleashing a hail of bullets. Clearly, their primary objective is not to capture you alive.

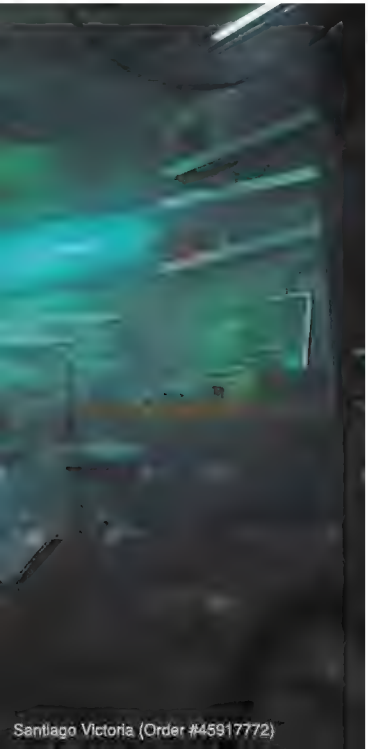
CHALLENGES

> **Run for your life.** The PCs must find their way to the nearest exit, dodging the agents' bullets.

> **Flashbang.** As they flee, the PCs see an agent preparing to throw a flash-bang grenade. If they manage to deflect the grenade, the Descendants can gain a great advantage, especially if the explosive device ends up in the vicinity of the pursuing agents instead! If the PCs fail their **Approach,** they must make a **Reaction check**.

WEAKNESSES

> **Communication Disruption (major).** The PCs might find a way to jam communications between the approaching Abstergo agents. If they do so they can gain a significant tactical advantage, forcing them into a slower and uncoordinated attack.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As you start running, Ziggy pulls some freshly printed tickets out of his pocket: "Let's get out of here, dammit. You have to find that bastard. I do have one last magic trick for ya, lads. I just got you some passes to Glastonbury Festival. Go to the pyramid stage. Bloody hell! I played on that stage something like 16 years ago. I had longer hair, then..."

SETBACKS

FLYING BULLETS (MINOR)
Bullets start flying left and right. The PC must make a **Reaction check** to avoid being injured.

SMOKED OUT (MINOR)
Dense smoke fills the air, making the eyes of the PCs water and breathing difficult. For the rest of the Sequence, all **Wits checks** require 1 additional **Raise**.

DAMAGED GEAR (MINOR)
In the confusion of the escape, one of the Descendants breaks or loses a piece of equipment (it must be removed from their Gear).

ZIGGY IS HIT! (MAJOR)
Ziggy is struck by a stray bullet or in a hard fall. One of the PCs will have to help him escape. For the rest of the Sequence, any **Approach check** made by that PC requires 1 additional **Raise**.

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MODERN DAY SEQUENCE: GLASTONBURY FESTIVAL

LOCATION: Vale of Avalon, Somerset, England

DESCRIPTION: The journey from London to Glastonbury by car takes at least three and a half hours, but that's without factoring in any festival-related traffic delays. Upon the PCs' arrival at the site – invariably late into the evening – they are confronted with seemingly never-ending queues. Now, their mission is to navigate through the festival, reach the pyramid stage, find Anthony, and prevent the sword from falling into the hands of the Templars.

You feel an electrifying energy in the air as you stand amidst the vibrant chaos that is Glastonbury Festival. Queues of festival goers snake every which way through the mud. The state of the site is a testament to the wild revelry: discarded food containers, glitter, and confetti scatter the grounds, detritus from the non-stop party atmosphere. Noise envelops you from all directions, with myriad sights and sounds competing for attention at every turn, music reverberating through the fields. Stages of all sizes dot the landscape, each illuminated with dazzling lights. Music pours forth, and vibrant beams of light pierce the night sky, creating an electric, sensory show.

WIELDING THE PIECES OF EDEN

If at any point during the Sequence one of the Descendants enters in possession of the Shard of Eden or the Sword of Mars, the Reader should immediately give them the corresponding cards from the Animi Network Card Deck (or via the Assassin's Creed RPG App). From that moment on, the PC can select that Piece of Eden card and activate it at will.

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KEY OBJECTIVES

> 1 - REACH THE PYRAMID

After a tricky path through the sea of waiting crowds, the PCs begin their final quest for the sword. Their clue is the pyramid mentioned in Arthur's foresight, which clearly refers to the instantly recognizable Glastonbury Pyramid Stage (see The Round Table Simulation Sequence on page 71). The stage offers a good viewpoint, however, finding Anthony amidst the huge crowd of revelers is a tough challenge.

CHALLENGES

> **Abstergo Agents.** A few Abstergo agents systematically sweep the festival grounds, hunting for Anthony and the Assassins. They are on high alert and well-armed, yet the chaotic spirit of Glastonbury acts as a formidable ally, hiding those who would prefer to remain unseen. Therefore, any **Stealth check** made has 1 **Free Raise**.

> **Viewpoint.** Finding somewhere above the chaos of the festival is crucial for spotting Anthony and any Abstergo agents. Any elevated point, like the Pyramid Stage itself, should do.

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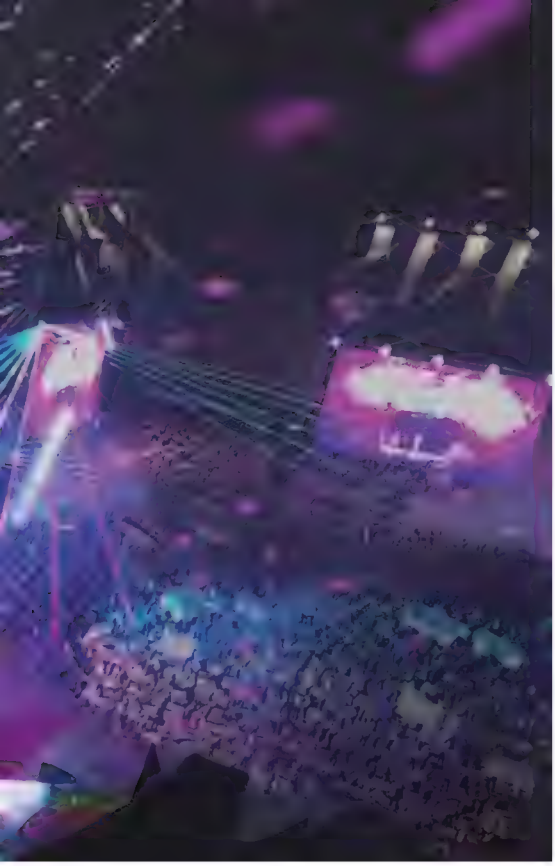

WEAKNESSES

> **Communication Device (minor).** If the PCs obtain or hack a communication device, they can try to lure the patrols elsewhere, automatically overcoming the ***Abstergo Agents*** Challenge.

From the top of the Pyramid Stage, you perch above the festival grounds. Down below, amidst the crowds, you spot several Abstergo patrols. They move with purpose, systematically pushing their way through the revelers. They don't care much for secrecy... they wear sleek, modern uniforms subtly adorned with the Abstergo logo. But then, your attention is drawn to an odd sight. Less than a mile away in the chaos of the festival, a circle of light abruptly illuminates the sky. After a few moments, the darkness swiftly reclaims the lights. You have the strong feeling that this phenomenon is not part of the spectacle offered by the festival.

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> 2 - FIND A TRAIL AT THE STONE CIRCLE

Searching for the strange phenomenon, the PCs reach the 'stone ring' described by Arthur's prophetic words. A crowd has gathered there. By asking questions to the onlookers, they can learn that the sword's pommel resonated with the stones, showing Anthony the way forward.

Navigating through the festival in search of the location where the lights appeared, you dodge numerous patrols of Abstergo agents. Suddenly, you realize you've arrived at the right place when a group of ancient stones arranged in a circle opens up before you. A silent crowd surrounds the stones; many are discussing the lights seen a few minutes ago, while others are busy aiming their smartphones, waiting for them to appear again.

CHALLENGES

> **Abstergo Agents.** A few Abstergo agents arrive on the scene, attracted by the lights. They are asking around to understand what happened and where Anthony has gone.

> **Asking around.** By inquiring among the onlookers, the PCs can gather valuable insights. Among the crowd, discussions abound about a man wielding something bright, possibly a torch. Some speak of strange images that manifested at the center of the stones. After conversing with several individuals, the PCs come across a guy who claims to have witnessed the event firsthand and even captured the entire occurrence on video:

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"A man was standing in the center of the stone circle when something in his hands lit up, and along with that, all the stones were covered in strange glowing symbols. Look, I got in on video." The man takes out his A-phone and shows you a video of the scene just described. The video continues, however, revealing a hologram materializing at the center of the stone circle. The hologram is clearly a map, showing a path leading to a temple submerged under the Avalon Marshes near Glastonbury.

WEAKNESSES

> **A Lone Wolf (major).** Amidst the bustling festival, a solitary Abstergo agent stands apart from the revelry close to the stone circle. This agent is trying to find Anthony and relaying his location to their colleagues. He has sophisticated devices equipped with advanced tracking and surveillance capabilities, enabling him to meticulously scan the festival crowds. If the PCs can get their hands on such a device, they can easily find Anthony, obtaining everything needed to achieve this Key Objective

With the path ahead unveiled, you waste no time traversing the miles that separate you from the Avalon Marshes. The urgency mounts as you race against time to reach the destination before Anthony seizes possession of the sword.
In the distant darkness, an inexplicable light appears in the very heart of the marsh. The music from the festival, far behind you, threatens to drown out the faint sounds of bubbling water. Before your eyes, the entrance to an Isu Vault emerges from a seemingly ordinary patch of marsh. Water continues to cascade from the vault's entrance, suggesting that it has been recently opened.

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> 3 - STOP ANTHONY AND TAKE THE SWORD

Anthony is entering the Vault with the pommel in his hand. With that Shard of Eden in his possession, he is close to claiming Excalibur from the mythical waters of Avalon.

From your vantage point at the top of a staircase slick with water you observe the depths of the Vault. There, at the bottom of the stairs, your eyes lock with Anthony's. In that brief moment, you catch a flicker of astonishment in his eyes, before he swiftly pivots and sprints. Chasing him, you find yourself within a colossal, dimly lit chamber. Atop a raised dais lies Excalibur – the Sword of Mars – the legendary blade of myth. Around it, streams of water flow from an unseen source within the chamber, creating a moat-like effect. The air is charged with ancient power, and a faint, ghostly mist hovers around the sword, giving it an almost ethereal presence.

CHALLENGES

> **Chase!** The PCs must try to reach Anthony before he can get his hands on Excalibur. Due to his training and favorable position, it is necessary to make at least 2 **Approach checks** with 1 **Raise** to reach him. If the PCs fail to do so, he will reach Excalibur first, immediately triggering the **In the Wrong Hands** Setback.

> **To Kingdom Come.** The moment of the ultimate showdown has dawned.

WEAKNESSES

> **Appeal to the Creed (minor).** If the PCs call upon the Assassin's Creed, they can cause Anthony to have a moment of hesitation. If they do so, the next **Approach check** made has 1 free **Raise**.

▸▸ SETBACKS

AN INNOCENT IS KILLED (MINOR)

Amidst the PCs' confrontation with the Abstergo agents, a festival goer is hit.

FLYING BULLETS (MINOR)

Bullets start flying. The PC must make a **Reaction check** to avoid being injured.

ABSTERGO PATROL (MAJOR)

An Abstergo patrol catches up with the PCs. The Reader can add the following Challenge:

> **Gunfight.** The PCs must face down a few well-armed Abstergo agents. It is necessary to make at least 2 **Approach checks** with 1 **Raise** to eliminate them all.

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IN THE WRONG HANDS (MAJOR)

Anthony reaches Excalibur! With the sword in Anthony's grasp, confronting him becomes a lot more difficult. The ***To Kingdom Come*** Challenge requires 3 **Approach checks** with 1 **Raise.** Also, you can add the following Setback:

▲ **BLINDING BOLT OF ENERGY (MINOR)**
A crackling sound fills the air as a beam of light arcs towards the PCs. All PCs must make a **Reaction check** to avoid the energy bolt.

WHAT'S NEXT?

Retrieving the Sword of Mars marks the climax of this Storyline, but there are a multitude of possibilities for a Reader wishing to weave it into an ongoing campaign:

> **Wield the Sword for the Brotherhood**: The Assassins may use the Sword of Mars as a powerful tool to bolster their efforts against the Templar Order. This could lead to exciting combat scenarios as they take the battle to the Templars.

> **Deliver the Sword to the Grandmaster**: Alternatively, the Assassins may entrust the Sword to their Grandmaster for safekeeping or strategic planning. This could set the stage for further intrigue and political maneuvering within the Assassins' ranks.

> **Guardians of the Sword**: The Descendants might be assigned the crucial task of finding the most secure hiding place for the Sword, becoming its guardians rather than its wielders. This could lead to a quest to discover a hidden sanctuary or a secure vault to protect the powerful artifact.

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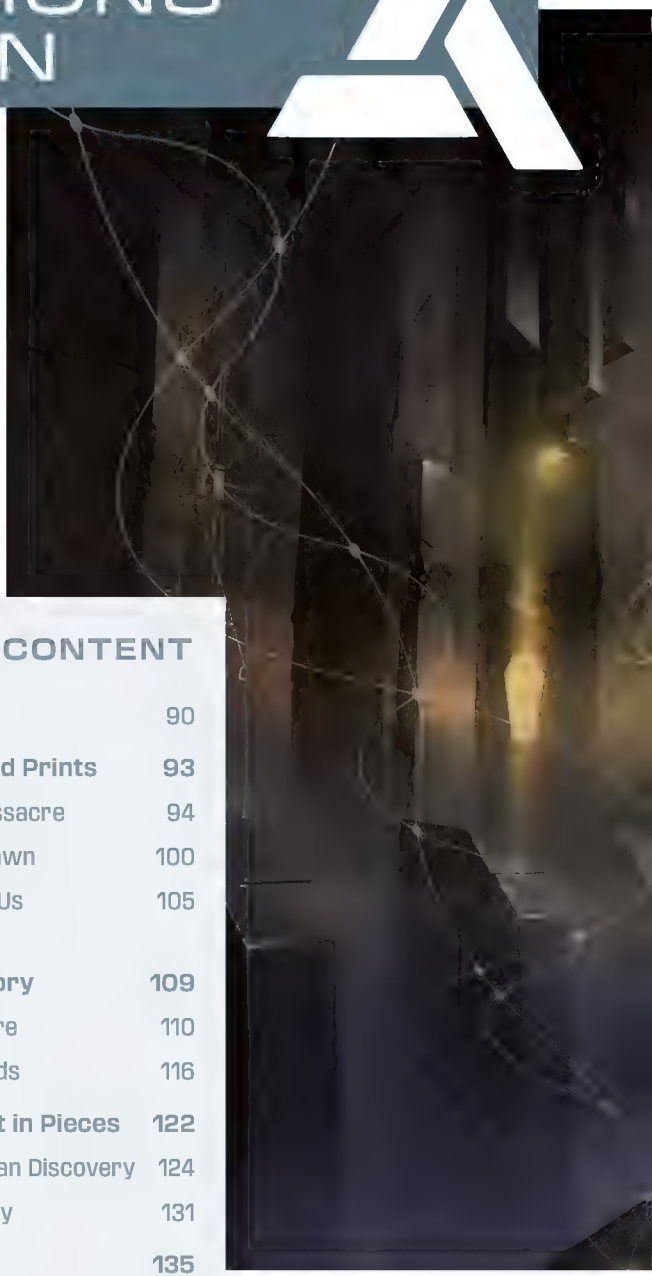
STORYLINE 2.0

CHAMPIONS OF EDEN



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INTRODUCTION

This storyline takes the PCs across various Time Frames, all connected by a series of related Pieces of Eden: the Rings of Seth. These special artifacts provide superhuman powers to those who wear them, but are also capable of creating a dense network of illusions that change the appearance of their owners into inhuman and terrifying monsters such as mummies, werewolves or vampires. Each episode of the Storyline revisits a legend or mythological monster, infusing elements of fantasy and horror into the traditional Assassin's Creed gameplay, resulting in a unique and gripping experience.

> To present the storyline as written, players must select Ancestors belonging to the following Time Frames: the American Revolutionary War, Industrial Revolution, and World War I.

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SEQUENCE HOOKS

Champions of Eden is designed to be a short storyline for 3 Player Characters, with 3 Modern Day Sequences and 3 Simulation Sequences. However, its narrative can be expanded creating prequel episodes for each Simulation Sequence, and adding greater depth to events in the Modern Day.

To this end, Champions of Eden features several *Sequence Hooks*, narrative seeds that can provide inspiration to any Reader wishing to expand on the main scenario. Such elements can be used as presented, or as prompts to improvise entire new Sequences.

As explained in the *Assassin's Creed - Animus Handbook*, it is crucial to ensure that every player receives equal time in the spotlight when it comes to Simulation Sequences and Ancestors (see "Balancing the spotlight", on page 136). Keeping this in mind, if the Reader decides to add one or more Simulation Sequences to a Time Frame, they should also make sure to add an equal number of Sequences involving the Ancestors of the other Descendants composing the Crew (Modern Day Sequences — normally involving all PCs in a Crew, can be added to a storyline as the Reader see fit).

To illustrate how "Sequence hooks" work, let's examine the first two Simulation Sequences of the "Sword of Mars" storyline. The "Warfare at the Abbey" Simulation Sequence can be considered as the storyline's primary narrative, with "Lugers & Ballerinas" as a possible "Sequence Hook" — players have the option to play only the "Warfare at the Abbey" Sequence, or incorporate "Lugers & Ballerinas" as a prequel.

> *Sequence Hooks are presented as boxes, accompanying the main text of the relevant Sequences. The Reader can decide whether to use one or more of these hooks, or to disregard them and proceed directly to the ready to play Sequence.*

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STORY OVERVIEW

A bloody trail of investigation leads the Descendants to a disturbing discovery: someone has taken possession of a powerful artifact attributed to Seth, the Egyptian god of violence and disorder — a powerful Isu of the First Civilization. Using the Piece of Eden, the villain has brought nightmares to life, similar to those created in the past by Seth himself: creatures of shadow that inspired some of humankind's darkest and most frightening legends. Following the trail in the modern day, the characters have the chance to use Seth's artifacts to thwart the villain's plan, before he can bring the "Apophis Project" to completion.

In **Chapter 1**, the Descendants investigate strange killings at an Abstergo executive's mansion in modern day London. The examination of the crime scene takes them to the genetic memories of an Ancestor operating in 19th-century Transylvania. After reliving a deadly confrontation with a monstrous vampire, whose power seems to come from a Ring of Seth – a peculiar, rare Isu artifact – the Descendants return to their investigation in the modern day.

In **Chapter 2** the Descendants will have to relieve the Great New Orleans Fire of 1988 and follow more clues leading to the British Museum in London.

From there, entering **Chapter 3**, the PCs will be diving once again in the past, during the discovery of the Tomb of Tutankhamun in the Valley of the Kings, in order to assemble the pieces of a mosaic and reveal an image of the eternal battle between Seth and Apophis, until the final confrontation with the figure who's been pulling the threads all along.

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CHAPTER 1. BLOOD PRINTS

Dr. Zixuan Long is an archaeologist and researcher, who boasts extensive expertise in the Pieces of Eden. Employed by Abstergo Industries, Dr. Long's fascination with Precursor relics and artifacts led him to discover a Staff of Eden probably belonging to Seth, the Egyptian god of chaos, desert, and storms (whose Isu origins have yet to be studied in any detail). In time, his interest in Seth's mythical figure grew into an obsession, leading him to believe he had been chosen to fulfill a prophecy, and that he would eventually sail across the sky on the Boat of the Sun of Ra to deal with Apophis, the serpent god of darkness and disorder.

Delving deeper into his research, Dr. Long uncovered how the Staff was directly connected to other Pieces of Eden: a set of rings bestowed upon Seth's so-called champions. Accessing secret archives and files, he discovered that two of these rings were already in the Order's possession, kept in the private vault of a high Templar member named Aleksandr Omovich. Dr. Long contacted Omovich to organize a meeting in his villa, with the pretext of showcasing the recently discovered Staff of Seth and illustrating its connections with the two rings in Omovich's custody.

Once there, Dr. Long was able to activate a ring, and by using its powers on an assistant he brought with him, he created his own champion. The assistant underwent an illusory transformation, gained superhuman powers, and carried out a dreadful massacre under the control of the staff wielded by Dr. Long.

MODERN DAY SEQUENCE: THE MANSION MASSACRE

LOCATION: Holland Park, London, England

DESCRIPTION: An odd incident at the private residence of Aleksandr Omovich — Abstergo executive and suspected Templar — has raised alarm within the Brotherhood, prompting the decision to dispatch a Crew of Assassins to investigate. An unknown assailant murdered the mansion's private security guards and several members of the staff. What's most unsettling is the manner in which some of the victims were killed: they were completely exsanguinated.

The PCs are entrusted to carry out the investigations by none other than Gavin Banks, veteran Assassin and former leader of the Brotherhood in England. He tasks them with recovering the surveillance footage from the villa's security systems, in order to find out what really happened.

A message left at a drone drop point recites:

> *Dear Assassins,*
>
> *I trust this message finds you in good health and safety, as its content is of the utmost urgency.*
>
> *Recent events at the mansion of one Aleksandr Omovich in Holland Park demand immediate investigation. He was an Abstergo high executive, doubtlessly a member of the Order. Given your proximity to the area, your cell has been tasked with this crucial mission.*
>
> *Disturbing reports refer to a nightmarish incident, with at least nine members of the house staff massacred, an unknown number of private security personnel, and Omovich himself counted among the victims. Even more unsettling is the claim of a homeless man interviewed by local news, who reported to have witnessed "the devil" leaving the villa and flying into the night.*

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Abstergo's intensive efforts to suppress information about the incident are of the most significant concern. Still, the Police arrived before their squads for one time, and cordoned off the place to investigate the crime.

Now, I need you to recover the surveillance footage from the villa's security systems and whatever will help us understand what happened. While you proceed with the investigation, I'll reach your cell's hideout. Meet you there.

P.S.: Exercise caution but act with swiftness, and always remember:

Nothing is true; everything is permitted.

G.B.

Special. The Assassins must search for clues while evading Police surveillance. The following information can be found depending on their approach:

> **The Video.** The Police have already collected the footage from the mansion's security system. The Crew's only chance to get it is by stealing or copying it from the evidence repository located in the main hall of the mansion.

> **Eyewitness.** Rob is a respectable 57 year-old homeless man. Most of the time, he can be found feeding the koi carp in the Holland Park pond, night and day. The night of the assault his curiosity was aroused by the sound of gunshots and by the mansion's alarm. When he got close to the villa, he witnessed something odd:

"A monster emerged from the big house late at night. I called the police, and when they came, they asked if I had filmed something. When I said yes, they took my phone. But they didn't take this..." Rob takes out a pizza box, on which he drew a monstrous face with long, pointed teeth and red eyes – not exactly a realistic likeness...

Santiago Victoria (Order #45917772)

KEY OBJECTIVES

> 1 - ENTER THE VILLA

The first goal of the Crew is to access Omovich's residence without getting caught by the Police. There are multiple approaches to achieve this: for example, the PCs could use fake officer badges or forensic investigator disguises to enter by the front door or access the evidence repository area. Alternatively, they could turn the power off and make a swift entry through the rooftop or windows.

A crowd of cynical reporters and morbid onlookers surrounds the crime scene. Your mission is clear: enter the mansion without alerting the Police force guarding the perimeter. The options are many, and the success of the operation rests on your decisions.

Looking at the villa, you note that you need to enter the garden first, then the building itself. The Police cordoned the place off, and Abstergo agents may be among the officers. You better keep your eyes wide open.

CHALLENGES

> **Do Not Cross.** The mansion is vast. A big garden surrounds a three-story building comprising dozens of rooms, multiple lounges, bathrooms, attics, and a basement. Several Police officers with dogs and equipped with tasers guard the perimeter (only a few might carry guns). They will stop anyone from entering the garden without a badge or permit. All **Stealth checks** made to cross the perimeter around the villa require 1 **Raise.**

> **Inside the Villa.** Forensic investigators concentrate on their work inside the mansion. All **Stealth checks** made to move around the villa undetected require **2 Raises.**

WEAKNESSES

> **Spectators (minor).** The importance of the owner of the villa has attracted lots of reporters and curious onlookers. Some of the Police officers are indeed busy keeping them away from the crime scene. The PCs can profit form the confusion, for example to plan a diversion allowing them to enter the garden undetected. In this case, the PCs overcome the ***Do Not Cross*** Challenge.

Santiago Victor a (Order #45917772)

> 2 - RETRIEVE THE ABSTERGO SURVEILLANCE VIDEO

Once inside the villa, the PCs' best chance of uncovering what happened within the mansion is to make their way to the evidence repository located in the main hall. There, they can access the mansion's security footage. Most of the surveillance videos have already been transferred to the Police department, but the Crew may still be able to extract useful information from there.

As you explore the villa, you can sense the tension among the forensic investigators. Traces of a horrifying event are evident everywhere. Bloodstains splatter walls and floors, while detectives meticulously collect samples. Here and there, deep claw marks mar the walls and expensive furniture. In the main hall, two police officers stand guard over the evidence repository.

CHALLENGES

> **Copy the Video.** The PCs are equipped with the tools they need to make a copy of the video. However, the procedure requires time, and they just can't do it in front of the two Police officers standing guard. Convincing them to leave the room and let the PCs work unwatched is more than problematic. A compelling story may not be enough, even with the proper badge or disguise. Any **Social** **check** made to overcome this Challenge requires 2 **Raises**.

> **Steal the Video.** Attempting to steal the hardware containing the surveillance video requires a diversion.

WEAKNESSES

> **Department Transfer (minor).** With all the coming and going of officers from different departments, there are too many faces to keep track of for the two Policemen standing guard in the main hall. By successfully pretending to be in charge of transferring the evidence to the Police station, the PCs may be able to get what they want — any **Social** **check** made to overcome the **Copy the Video** or **Steal the Video** Challenges requires only 1 **Raise**.

The video recording sends shivers down your spine. The chilling images would be easy to dismiss as fabricated if you hadn't witnessed the aftermath firsthand. In the footage, a humanoid figure with blood-red eyes and a face twisted in rage mercilessly dispatches innocent staff members and private security guards one by one, using monstrous claws and fangs.

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SETBACKS

A SUSPICIOUS POLICE OFFICER (MINOR)

A Police officer takes an interest in the PCs and starts requesting credentials and asking questions.

K9 (MINOR)

A Police dog starts barking at one or more PCs for some reason. The targeted Descendants must make an **Approach check** to hide from the dog's attention.

GENERAL ALARM (MAJOR)

The intrusion attempt is discovered, and an alarm alerts every officer on the spot. For the rest of the scene, all **Social** and **Stealth** **checks** require 1 additional Raise. Also, at the end of any **Stealth** **check**, the PCs must make an additional **Reaction** check to avoid security.

NOTABLE NPCS

Gavin Banks

DESCRIPTION: Gavin Banks is a former leader of the Assassin Brotherhood. Recently, he's been stationed on the ship *Altaïr II*, closely monitoring global Assassin operations and maintaining active communication with cells worldwide. Banks possesses the Eagle Vision gift, although it requires concentrated effort to use. Gavin Banks is a natural born leader and a sharp-minded, skilled Assassin.

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SEQUENCE HOOKS

The following hooks can be used to play one or more Sequences occurring prior to the events depicted in "*From Dusk Till Dawn*."

More Questions (Modern Day): The PCs, determined to uncover more about the events that took place at the Omovich mansion, decide to interview one of the surviving staff members, currently under surveillance at St Thomas' Hospital. Upon interrogation, the staff member discloses that a few weeks prior, two new Pieces of Eden were delivered to Omovich on direct orders from the Chief Researcher.

The Black Cross (Modern Day): As the PCs trail the tracks left by the killer, they encounter a formidable obstacle: the Black Cross, Juhani Otso Berg, intercepts them. This formidable adversary of the Brotherhood isn't here to engage in combat with the Descendants. Instead, he seeks to ascertain whether they are involved in the recent massacre or not. For more information on the Black Cross, see page 48 of the *Animus Handbook*.

London Twilight (Simulation): The PCs investigate the creature captured on the surveillance footage. Their quest leads them back into the Animus, transporting them to a memory block set in London, in the year 1870. Here, they are confronted by a series of gruesome murders, all attributed to a supernatural culprit. The investigation leads them to a Wallachian nobleman, but before the Brotherhood can confront him, he manages to escape (see *From Dusk Till Dawn*, below).

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SIMULATION SEQUENCE: FROM DUSK TILL DAWN

TIME FRAME: Industrial Revolution

LOCATION: Dracula's Castle, Transylvania - 1870 CE

STARTING SYNC LEVEL: 70% (2 Key Objectives)

DESCRIPTION: The Crew's recent findings in the private residence of Aleksandr Omovich were extremely unusual. After extensive research through the Brotherhood's archives and genetic memories, the Crew unearths a significant series of clues dating back to 1870. At that time, the Brotherhood came across something strikingly similar to the creature captured on the surveillance video. From the mist-shrouded streets of London, members of the Brotherhood journeyed to the heart of the Carpathian Mountains, in relentless pursuit of a nightmarish creature that had been spreading fear and death in its wake.

As the Animus initializes the new Simulation, your field tech's voice becomes increasingly faint, rapidly overtaken by the loud sounds of the incoming environment. Just before the Simulation fully loads, you catch this: "... and hold on tight, it's going to be one hell of a ride."

Quite literal — You find yourselves each mounted on a horse, journeying along a rugged dirt road nestled amidst towering mountains. Ahead, a horse-drawn carriage carrying the creature you are pursuing races toward a foreboding, gothic castle. The frantic screams of his servants reverberate in your ears as they spur the horses onward, desperately striving to put some distance between you and their master.

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KEY OBJECTIVES

> 1 - REACH THE CREATURE'S CARRIAGE

As the Witnesses attempt to close the distance with the speeding carriage, they find themselves confronting the creature's servants.

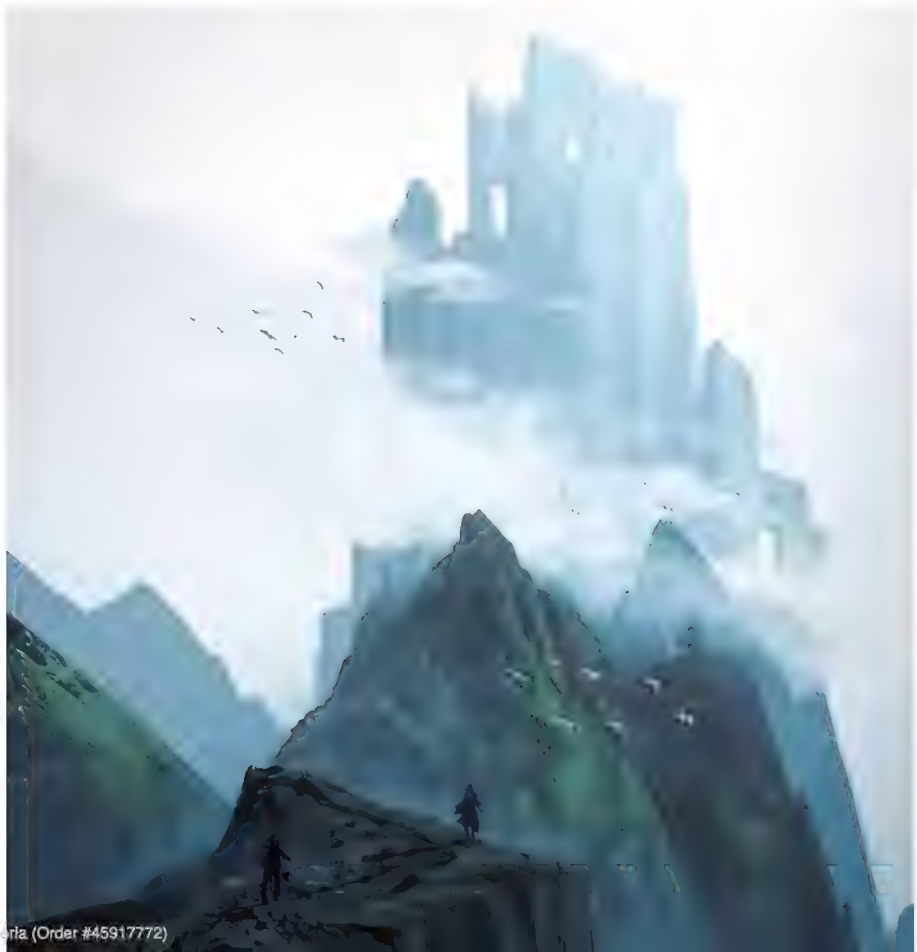
CHALLENGES

> **Fire!** A mounted group of servants breaks away to assist their Master, brandishing their guns and firing at anyone attempting to approach the carriage.

> **Ramming.** The coachman rams the carriage into the Witnesses, knocking them from their horses. Every Witnesses must make a **Reaction check**.

WEAKNESSES

> **Stop the Coachman (minor).** If the Witnesses succeed in eliminating the coachman, one of the servants will grab the reins but can do little else but maintain control of the carriage. The Witnesses overcome the ***Ramming*** Challenge.



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> 2 - DEFEAT THE CREATURE

Once the Witnesses manage to stop the carriage, they will have to face its occupant.

The carriage grinds to an abrupt halt just a short distance from the castle. In a blur of motion, the creature erupts from the vehicle with supernatural swiftness. Seething with rage, its cadaver-pale face contorted, it roars like a cornered beast. Its large grinning mouth reveals a pair of long, sharp canines. Lines of light intermittently run along its limbs, as if pulsating with a luminous and potent energy coursing through its body.

CHALLENGES

> **Mighty Foe.** The creature is a formidable adversary, capable of enduring blows that would incapacitate any ordinary opponent. Fighting it requires at least 3 separate **Approach checks** with 1 **Raise**.

> **Lethal Blow.** The coup de grâce can only be delivered once the creature's formidable defenses have been overcome. This requires at least 2 separate **Approach checks** with 1 **Raise**.

WEAKNESSES

> **Bloodthirsty (minor).** The creature, cornered and wounded, is thirsty for blood. If the Witnesses can use its bloodlust to distract it, the next **Approach check** made by the Witnesses has 1 **Free Raise**.

As the creature crumples lifelessly to the ground, a radiant golden light envelops its form. Slowly, the monstrous visage begins to fade, revealing a normal human underneath. As the light fades completely, an unmistakably Isu-originated ring becomes visible on the dead man's finger. To your horror, the body swiftly decomposes before your eyes, dissolving into nothing but ash.

As the Simulation fades away, the voice of Gavin Banks abruptly interjects, "So, a Piece of Eden caused the creature's transformation? We must locate it and prevent Abstergo from reclaiming it!"

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SETBACKS

DIFFICULT TERRAIN (MINOR)

The Witness moves across treacherous terrain. The next **Approach check** requires 1 additional **Raise**.

HYPNOTIC GAZE (MINOR)

The Witness meets the creature's gaze and, for a brief moment, they are lost in the oceans of time. The next **Approach check** made by the Witness requires 1 additional **Raise**.

SERVANTS FROM THE CASTLE (MAJOR)

If this Setback is triggered, the following challenge must be added to both Key Objectives in the Sequence:

> PROTECT THE MASTER! A group of servants armed with guns arrives to help their Master, shooting at anyone trying to harm him.

FEEDING (MAJOR)

The creature sinks its fangs into one of the Witnesses or one of its servants, drawing blood and consuming it. As it does so, the wounds suffered by the creature regenerate, healing swiftly. If this Setback is triggered, the following challenge is added to the **Defeat the Creature** Key Objective:

> FRENZY. The creature fights with renewed ferocity. Therefore, this Challenge requires at least 2 separate **Approach checks** with 1 **Raise** in order to be overcome.

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SEQUENCE HOOKS

The following hooks can be used to play one or more Sequences occurring prior to the events depicted in "*The Wolf Among Us*."

Dracula's Origins (Simulation): The Witnesses, having retrieved the ring from the vanquished creature, scour his castle for clues. Despite the continued presence of the nobleman's loyal servants, the castle's halls reveal a treasure trove of secrets. Amidst ancient tapestries and well-preserved diaries, the Witnesses unearth vital information: Vlad III, the Voivode of Wallachia, received a ring from a mysterious figure. This ring bestowed upon him otherworldly powers to fight the Ottomans.

Erudito (Modern Day): A contact from Erudito, an organization renowned for their expertise in knowledge and secrets (see page 56 of Assassin's Creed - Animus Handbook), reaches out to the PCs. This contact offers valuable information regarding the recent events at the Omovich mansion. However, Erudito's assistance comes at a price – they demand that the Assassins undertake a mission on their behalf in exchange for their aid.

If the Crew accepts this deal, they will be granted access to a video showing the activities at the mansion two weeks ago. In the footage, an unknown individual wielding an Egyptian staff is observed bestowing a mysterious ring upon a supplicant. The recipient willingly dons the ring, after which he seemingly undergoes a transformation into a vampire!

Investigation (Modern Day): The PCs, determined to track the vampire, hack the extensive network of surveillance cameras scattered throughout the streets of London, or interrogate the various characters who were present in the area on the evening of the massacre. As they follow these breadcrumbs of evidence, the Descendants eventually piece together a trail leading them closer to the creature's hidden lair.

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MODERN DAY SEQUENCE: THE WOLF AMONG US

LOCATION: London, England

DESCRIPTION: The Descendants have uncovered the true nature of the creature captured in the surveillance video from the Omovich mansion, and it is imperative that they locate it without delay. Following the trail leads them to an abandoned structure not far from the villa.

As a gentle rain begins to fall, the aroma of fried food drifts from a restaurant kitchen on the nearby street corner. Your gaze shifts to the large derelict building that signals the culmination of the trail left by the vampire.

The structure looms large, its windows shattered, and multiple floors collapsed, conveying an aura of desolation and abandonment.

Santiago Victoria Order #4591[illegible]

KEY OBJECTIVES

> 1 - LOOKING FOR CLUES

The PCs must venture into the abandoned building, whose ruinous state makes every movement potentially risky, to look for new clues about the vampire's activities.

In their search for new clues about the vampire's activities the PCs must brave the dilapidated interior of the abandoned building, where every step carries the risk of collapse or other dangers.

> *As you navigate through the treacherous interior of the structure, the pervasive scent of damp and mold permeates the air. Rain seeps in through shattered windows, creating a steady drip in various locations. Each step you take prompts a symphony of creaks, while small fragments of dislodged debris and glass shards rain down, echoing through the empty floors.*

CHALLENGES

> **Jumping Across.** The PCs must ascend to an upper floor to advance further into the building. Unfortunately, the access to this level has crumbled away, leaving a daunting chasm in the place of the once-sturdy staircase. To reach the top, the PCs must make daring leaps across gaps and scramble across unstable platforms, relying on debris and cables to bridge the voids.

> *Suddenly, an immense piece of machinery crashes down from the uppermost floors, a loud clangor echoing through the building as it falls. As the machinery plummets, there's just enough time to catch a glimpse of a silhouette lurking above, silently observing you.*

> **What is That?** The massive piece of machinery hurtles downward, aimed precisely at the location where the PCs stand. All PCs must make a **Reaction check** to avoid being injured.

WEAKNESSES

> **Expert (minor).** A PC who is an expert at freerunning or climbing, and has the necessary equipment, will have no problem reaching the upper floors of the building. In this case, the PCs overcome the ***Jumping Across*** Challenge.

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> 2 - FIGHT THE WEREWOLF

To their surprise, the Descendants find themselves facing an entirely different adversary.

As you swiftly dodge out of the path of the falling machinery, an unsettling growl resonates through the air, sending a shiver down your spine. Emerging from the shadows, a mass of fur and muscles takes shape. Standing more than seven feet tall on two legs, the creature is entirely covered in thick, dark fur. Similar to the vampire observed in the 1800s Simulation, bright, flashing symbols and lines adorn its body. With a visage bearing an uncanny resemblance to that of a wolf, it becomes evident that this is not the creature you were searching for. Before you can react, the werewolf lunges in your direction with primal fury!

Special: The werewolf hunts the PCs relentlessly, employing a hit-and-run tactic and leaping from one shadow to another. Any **Approach check** made to confront it requires 1 **Raise**.

CHALLENGES

> **Mighty Foe.** The creature is a formidable adversary, capable of enduring blows that would incapacitate any ordinary opponent. Fighting it requires at least 3 separate **Approach checks** with 1 **Raise**.

> **Lethal Blow.** The coup de grâce can only be delivered once the creature's formidable defenses have been overcome. This requires at least 2 separate **Approach checks** with 1 **Raise**.

WEAKNESSES

> **Eagle Vision (minor).** Using the *Eagle Vision* skill allows a Witness to see precisely where the werewolf is, canceling any **Raise** required due to its stealth capabilities.

> **Loud Noise (minor).** A well-timed flash grenade or powerful firecrackers could disorient the werewolf, temporarily disrupting its heightened senses and agility. This brief moment of disorientation would allow the PCs to launch a counterattack against the creature, effectively canceling any **Raise** required due to its stealth capabilities. It also overcomes the ***Mighty Foe*** Challenge.

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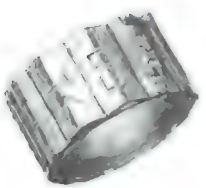
Grievously wounded, the final strike lands upon the creature, sending it crashing to the floor. As you observe it breathing its last, the unstable floor beneath you gives way, collapsing into the void below. Both you and the fallen creature plummet into the darkness.

After the dust and rubble settle, you slowly rise to your feet. Your gaze returns to the fallen body, but it is not the werewolf that lies before you. Instead, you behold the lifeless form of a woman, her finger adorned with a strikingly familiar ring.

You arrived seeking answers, only to find yourself ensnared in a labyrinth of even greater mysteries. How many more of these monsters lurk in the shadows? Who crafted these strange Pieces of Eden, and to what end? Where is the vampire now? Above all, what fate awaits this newfound ring, and what secrets lie within its gleaming surface?

When you report in, Gavin Banks, slightly shaken by the unexpected turn of events, remarks, "Perhaps we'll uncover some clues within the Animus. After all, the past doesn't bite – well, not as frequently, at least."



THE RING OF MOON

Right after framing the scene, the Reader can give the ***Ring of Moon*** Piece of Eden card (from the *Animi Network Card Deck* or via the *Assassin's Creed RPG App*) to one of the players.

From now on, the PC can select this Piece of Eden card and activate it at will.

SETBACKS

FALLING DEBRIS (MINOR)
A piece of debris falls from the ceiling. The PC must make a **Reaction check**.

DIFFICULT TERRAIN (MINOR)
The PC moves across treacherous terrain. The next **Approach check** requires 1 additional **Raise**.

FALL (MAJOR)
A large section of the floor collapses beneath the PCs' feet, plunging them into darkness. All PCs must make a **Reaction check** with 1 **Raise** to avoid being injured.

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CHAPTER 2. PAINTED IN HISTORY

With the assistance of their Assassin cell, the Descendants have uncovered that the ring found on the werewolf's body matches with the genetic memory of a member of the New Orleans Brotherhood from the 1700s. The field technician has narrowed the search for points of contact with the Isu artifact to the year 1788. Beginning from this point, the Descendants can enter the Animus, explore the events of that era, and gather sufficient clues to guide them in the modern day. Their pursuit leads them to track down one of the Rings of Seth to the British Museum in London.

SEQUENCE HOOKS

The following hooks can be used to play one or more Sequences occurring prior to the events depicted in "*Painted in History.*"

Swamps and Whispers (Simulation). Reports of a mysterious predator terrorizing livestock at night and grisly murders in the swamps of New Orleans have reached the Brotherhood's ears. A Voodoo Queen is spreading rumors about the presence of a Rougarou in the bayou – a creature that is part-human, part-wolf, and said to be the eternal guardian of an ancient Voodoo circle constructed from the bones of a demon. This circle is rumored to be hidden beneath the lands of the old natives. The Brotherhood must delve into the origins of these legends and ascertain whether an authentic Isu artifact is involved in the recent events.

Before They Are Hanged (Simulation). New Orleans residents are in a frenzy over the "monster of the bayou," accusing anyone without an alibi or strong community ties of being responsible for the night's massacre. Spanish Governor Esteban Miro and his soldiers exacerbate the situation by carrying out summary executions of the accused in an effort to maintain calm. As a result, one or more of the Brotherhood's most trusted allies are on the brink of being hanged. The Witnesses must intervene to help them escape and uncover the true culprit behind the deaths.

Templar Investigations (Simulation). The Brotherhood is probing the suspected Templar ties of Don Vicente Jose Nunez, paymaster of the city army in New Orleans. Yet, for the third time in succession, their subject of interest has been discovered deceased before they could initiate interrogation. It appears that another party is swiftly eliminating Templar affiliates before the Brotherhood can act.

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SIMULATION SEQUENCE: HOWLING AT THE FIRE

TIME FRAME: American Revolutionary War

LOCATION: New Orleans, Louisiana, North America - 1788

STARTING SYNC LEVEL: 70% (2 Key Objectives)

DESCRIPTION:

Over the past few weeks, a wave of brutal murders has hit the city of New Orleans, casting a shadow over its streets. Initially, the killer targeted traders at the city's outskirts and smugglers operating in the nearby swamps. However, the violence has since escalated dramatically. Now, entire units of Spanish soldiers are discovered lifeless in the city's dimly lit alleys at dawn. The morning mist carries the echoes of screams, gunshots, and chilling howls, serving as the only witnesses to the victims' tragic demise.

Townsfolk are whispering of a nocturnal terror, a creature straight out of legend: the Loup Garou (or Rougarou). The Witnesses' investigations have unveiled unsettling truths: the killer cannot be human. The tracks they discovered suggest a wolf-like creature walking upright on two feet. However, most of its victims have connections to illicit trades, and a tenuous web links them to Don Vicente Jose Nunez, paymaster of the city army and suspected Templar.

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It's a clear night as you approach Don Vicente Jose Nunez's private residence on Chartres Street near St. Louis Cathedral, intending to investigate his suspected connections with the Templars. A strong wind blows from the south, an ominous sign over New Orleans. Exiting a narrow alley onto a wider main street, you suddenly find yourselves engulfed by smoke, and panicked screams echo in the distance.

As you reach your destination, you are met with a scene of utter pandemonium. Flames from the municipal building, barracks, and armory cast the night sky in a fiery orange hue. Civilians flee in terror, while Spanish soldiers rush to the various locations.

A window shatters, and a hulking, shadowy figure hurtles onto the street. A grotesque, wolf-like humanoid emerges: the Loup Garou! Despite being out of breath and severely burned, the creature looks directly at you, and for a fleeting moment, you discern a distinctly human expression in its eyes. Its unspoken message is clear: it harbors no ill intent towards you. Before you can react, a group of Spanish soldiers opens fire, targeting both you and the creature! The Loup Garou reacts swiftly, but a few bullets tear through its thick hide, eliciting a pained howl as it leaps onto a nearby rooftop to escape.

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▸▸ KEY OBJECTIVES

> 1 - TAIL THE LOUP GAROU

The Witnesses must pursue this mysterious beast to find the answers they're looking for: is it a real monster? What lies behind the local legends surrounding it? Do its powers stem from a curse, magic, or perhaps, more likely, a Precursor artifact?

> *The fire spreads swiftly, casting eerie shadows across the cobblestone streets and morphing them into a hellish labyrinth. The air is thick with the acrid scent of burning wood and scorched stone, while a strong wind whips up ember spirals into the air, casting an esoteric glow on the panicked civilians. Amidst the turmoil, the available soldiers attempt to maintain order, but the blaze defies their efforts. Alerted by the initial shots, additional militia swarm in, determined to hunt down "the monster" amidst the chaos.*

CHALLENGES

> **Rooftop Chase.** The creature's agility and speed are supernaturally astounding. It effortlessly scales the walls of buildings, leaps across rooftops, and seemingly vanishes into the swirling smoke. The Loup Garou appears impossible to catch, but the Witnesses must keep sight of it. Any **Approach check** made to keep track of the werewolf requires 1 additional **Raise**.

> **Through the Fire.** The streets are a bedlam of flaming barriers, collapsed beams, and falling debris. The deadly dance of flames makes each step a perilous gamble. As long as they remain in the burning neighborhood, at the end of an **Approach check**, the Witnesses must make an additional **Reaction check** to navigate the treacherous terrain.

> **Militia Hunt.** The Spanish troops hunt the beast through the panic-stricken streets. Witnesses might be forced to engage them in combat or use their stealth skills to avoid their watchful eyes and trigger-happy nature.

WEAKNESSES

> **Target Locked (minor).** Using the *Eagle Vision* skill, a Witness can effortlessly keep track of the Loup Garou even through the thick layer of smoke. The Witness has 1 **Free Raise** on any Approach check made to overcome the ***Tail the Loup Garou*** Challenge.

> **Controlled Demolition (minor).** During the pursuit, the Witnesses may find opportunities to sabotage structures, causing them to collapse and impeding the progress of the soldiers chasing them and the Loup Garou. In this case, the Witnesses overcome the ***Militia Hunt*** Challenge.

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> 2 - SAVE THE PIECE OF EDEN

The chase eventually guides the Witnesses to a Hopewell site's mound nestled between the Mississippi River and the swamps southwest of the city. Within the cave beneath it, the illusory aspect of the Loup Garou shifts to that of a man. He lies mortally wounded, wearing a gleaming and mysterious ring: an Isu artifact, a Ring of Eden. Before the Witnesses can celebrate their discovery, a group of Templars burst into the cave.

The Hopewell site's mound, situated between the river and the swamp, is a sacred sanctuary. A hole in the exposed earth, once concealed by now-torn vegetation, leads you to a cave beneath the mound itself. The cavern walls are adorned by ancient petroglyphs. One image portrays a strange animal-headed figure with a long, arched nose offering a spherical object to a Native, who then undergoes a transformation into a wolf-headed warrior. Another scene depicts this wolf-warrior engaged in battle with Conquistador invaders, while yet another portrays it combating red-jacketed soldiers.

You discover the Loup Garou lying at the center of the cavern, mortally wounded. A radiant light engulfs the fallen figure before your eyes, causing its appearance to swiftly revert to that of a human. As the glow dissipates, a ring of unmistakable Isu origin gleams on the dead man's finger. Moments later, his body begins to disintegrate, turning to ash in mere moments.

"Muchas gracias, assassins." A hand clap and a voice with a heavy Spanish accent catch you by surprise. "Once again, you have done the dirty work for us: killed the beast and found the artifact." A troop of Templar soldiers, led by a visibly burnt and injured Don Vicente Jose Nunez, stands at the entrance of the cave with nothing but cruel intentions. "Por favor, hand it over – and I might decide to spare your pathetic lives."

CHALLENGES

> **Templar Assault.** The Witnesses must defend themselves and the artifact from the Templar ambush. The soldiers are equipped with deadly weapons and are formidable opponents even for an Assassin. Defeating them requires at least 2 separate **Approach checks**.

> **The Templar Must Die.** The army paymaster, Don Vincente Jose Nuñez, has confirmed that he's a prominent figure of the Templar Rite in New Orleans. The Witnesses cannot let him take the Ring of Eden, but must also end his vile life.

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WEAKNESSES

> **Secret Passageway (minor).** There is a hidden passageway leading out of the cave, which might be used to exit the mound without going through the Templar troop. With a successful **Wits** **check** with 1 **Raise** or by activating the *Eagle Vision* skill, the Witnesses can find the secret exit and overcome the ***Templar Assault*** Challenge. However, since the Witnesses would expose their flank while escaping this way, the **Flying Bullets** Setback is automatically triggered, and all characters' **Reaction** **checks** require 1 additional **Raise**. Also, if this Weakness is exploited before overcoming the ***The Templar Must Die*** Challenge, all Witnesses lose **1 Sync level**.

With the Piece of Eden finally in your hands, you ponder its connection to the struggles in New Orleans during the turbulent days of the American Revolution. As you leave the mound, mysteries abound, and the ancient symbols adorning the cavern walls seem to whisper secrets buried in the annals of time.

"I think that's it, guys." The voice of Gavin Banks resonates in your ears as the simulation starts to disintegrate before your eyes until all you can see is the empty memory corridor. Once you're all disconnected from the Animus, the field technician shows you an image of the simulation cave on the main screen of the workstation. "Those pictograms – pretty peculiar, right? I'll see if I can find something similar somewhere... or some-when! Until then, take a rest. Good job guys!"

▸▸ SETBACKS

FLYING BULLETS (MINOR)

Bullets start flying. The Witness must make a **Reaction** **check** to avoid being injured.

SMOKE (MINOR)

Smoke fills the air, making the Witnesses' eyes water and causing difficulty breathing. For the rest of the scene, all **Wits** **checks** require 1 additional **Raise.**

COLLAPSE (MAJOR)

A big chunk of masonry, a section of rooftop or the cave ceiling collapses. All Witnesses must make a **Reaction** **check** with 1 **Raise** to avoid being injured.

ON FIRE! (MAJOR)

The Witnesses' clothing is set alight. Until they extinguish the flames, all their **Approach checks** require 1 additional **Raise**.

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SEQUENCE HOOKS

The following hooks can be used to play one or more Sequences occurring prior to the events depicted in "*Hackney Diamonds.*"

Present-day New Orleans (Modern Day). The PCs journey to New Orleans to witness the Hopewell mound's petroglyphs firsthand. Upon arrival, they may locate the site within a nature reserve or be directed to a local museum dedicated to preserving such relics and paintings. While exploring, they may uncover numerous references to ancient Egyptian culture, sparking their curiosity and prompting a return visit to the British Museum in London for further investigation.

Visiting Hours (Modern Day). The PCs visit the British Museum to inspect it firsthand: they scrutinize the sarcophagus and ring up close, survey CCTV cameras, identify access points into the building, and note other security devices. Additionally, they may attempt to stealthily infiltrate the administrative offices to search for the list of security guards, examine duty rotas, and assess security systems.

Different Monsters (Simulation). The PCs' technician discovers records of another close encounter with a werewolf in the Brotherhood database. Although incomplete and cryptic, the entry includes a DNA sample. Intrigued, the PCs enter a simulation that transports them back to ancient times, to the lands that gave rise to the Roman Kingdom. They venture into the swamps surrounding Rome and discover an Isu Vault hidden among the murky waters. Within the vault, they encounter a bloodthirsty lycanthrope, adding a thrilling and perilous twist to their journey. Eventually, they realize the Piece of Eden that transformed the werewolf in this case has nothing to do with the Rings of Seth they are looking for.

Note: This Sequence Hook refers directly to the "Simulation Sequence: Of Wolves and Men" in Chapter 2 of the "Sword of Mars" Storyline (see page 38). It can either be used as a red herring, or as a hook leading to that story.

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▶ 2 / 5 CHAMPIONS OF EDEN

MODERN DAY SEQUENCE: HACKNEY DIAMONDS

LOCATION: British Museum, London, England

DESCRIPTION: Following the tracks uncovered during the events in post-revolution New Orleans, the PCs' field technician finds a promising lead. An Egyptian sarcophagus, unearthed in 1932 in the Valley of the Kings, bears decorations strikingly similar to the first pictogram glimpsed in the mound cave in 1788. The artwork depicts the god Seth presenting a spherical object to a person, who subsequently undergoes a transformation into a mummy-like creature.

The sarcophagus, which has been preserved in the Egyptian Museum of Cairo for decades, has recently been loaned to the British Museum as part of a new exhibition. Upon seeing it firsthand, the PCs realize that the animal-headed humanoid depicted on the cave wall was indeed Seth, the Egyptian god of chaos. However, it remains a mystery how a representation of Seth ended up in a cave in North America. Nevertheless, this discovery proves to be a significant lead for the PCs — Sometimes, fortune smiles upon the Assassins.

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You can see a quarter moon peeking from behind a cloud through the large windows at the end of the hall. According to your plan, the security cameras of the British Museum have shut down, granting you at least a few minutes to move about undetected. The curious depiction of Seth and the mummy gazes back at you from the side of the ancient sarcophagus. In a display case in front of it stand the only two items found inside: a ring and a golden khopesh.

A scream suddenly tears the silence apart as a security guard is thrown against the display case, smashing it and sending the khopesh, ring, and broken glass flying. The guard's torchlight rolls on the ground, revealing a menacing silhouette with clawed hands and vivid blood-red eyes standing ready to pounce. It's the terrible figure you have encountered before – its canines leave no doubt: it's the vampire!

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KEY OBJECTIVES

> 1 - HEIST WITH THE VAMPIRE

As the Descendants attempt to get a closer look at the sarcophagus, the vampire launches a sudden attack. The Crew must defend themselves while simultaneously trying to seize the ring and make their escape.

> *The creature moves with tremendous speed and assaults you with merciless fury. While the security cameras remain offline, you are uncertain if breaking the display glass triggered a silent alarm. You may have even less time than you originally thought, not to mention facing a vampire in a situation you hadn't anticipated.*

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CHALLENGES

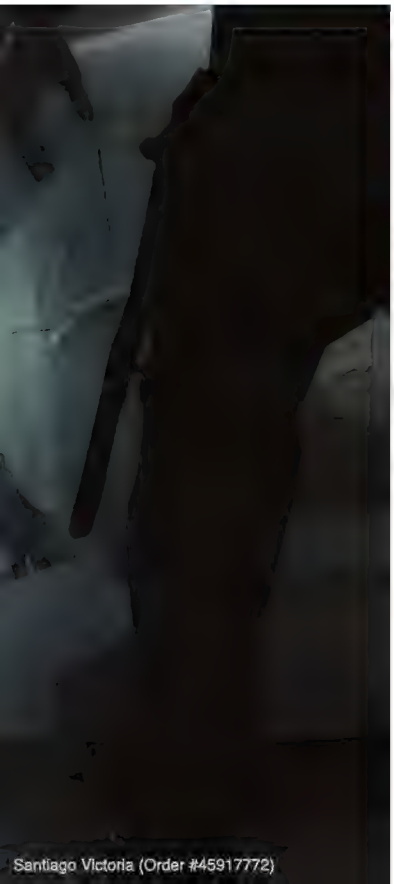
> **Mighty Foe.** The creature is a formidable adversary, capable of enduring blows that would incapacitate any ordinary opponent. Fighting it requires at least 3 separate **Approach checks** with 1 **Raise**.

> **Lethal Blow.** The coup de grâce can only be delivered once the creature's formidable defenses have been overcome. This requires at least 2 separate **Approach checks** with 1 **Raise**.

WEAKNESSES

> **Bloodthirsty (minor).** The creature is thirsty for blood. If the PCs can use its bloodlust to distract it, the next **Approach check** has 1 **Free Raise**.

The vampire falls to the ground, exhausted by your combined attacks. Once again, in the familiar glow, the monster's body reverts to that of a woman who lies gasping for breath at your feet. "Doc... Doctor Zixuan Long... commands us with th... the Staff... Seth... Apophis," he gasps out before taking his last breath. On his finger, the Ring of Eden glimmers in the darkness of the large room.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THE RINGS OF SETH

After framing the scene, the Reader can give the ***Ring of Blood*** and ***Ring of Sand*** Piece of Eden cards (from the *Animi Network Card Deck* or via the *Assassin's Creed RPG App*) to two of the players.

From now on, the PCs can select these Ring of Eden cards and activate them at will.

> 2 - ESCAPE PLAN

With no time to waste, the Descendants spring into action as the security cameras reactivate and the alarm begins blaring. Knowing that security guards and local law enforcement are on their way, the PCs must swiftly find a discreet exit to evade capture, pursuit, or being identified.

CHALLENGES

> **Security Cameras.** The newly reactivated surveillance cameras are ready to capture the PCs' every move. Escaping the structure undetected requires at least 3 separate **Stealth** **checks** with 1 **Raise**.

> **Security Guards.** The alarm quickly sends armed security guards racing to the PCs' location. Engaging in combat with them is one option, however, if the Descendants want to stay true to the first tenet of the Creed ("Stay your blade from the flesh of the innocent") any **Action** **check** made to overcome this challenge requires 1 additional **Raise**.

WEAKNESSES

> **Fire and Water (minor).** If the PCs are quick to act and daring enough to risk damage to priceless historical artifacts, they can trigger the emergency sprinklers, thus hindering the security personnel by decreasing visibility and movement. In this case, any **Approach check** made to overcome the ***Security Cameras*** and ***Security Guards*** Challenges doesn't require any additional **Raise**.

> **The Night is Dark and Full of Terrors (minor).** If the PCs use the Rings of Seth to transform, the guards on site are so terrified that they would rather flee than face them. In this case, the Descendants overcome the ***Security Guards*** Challenge.

Out of breath and no less shaken, you manage to distance yourselves from the British Museum long enough to take a break. In your hands, you hold the second Ring of Eden, an artifact seemingly linked to the murders at the Omovich mansion, the monsters that have wreaked havoc in London, and the Egyptian deity Seth. Yet, there is something much larger concealed beneath a veil of mystery, beyond which lies a path barely visible.

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SETBACKS

HYPNOTIC GAZE (MINOR)

The PC meets the creature's gaze, and for a brief moment, they are lost in the oceans of time. The next **Approach check** made by the PC requires 1 additional **Raise**.

LAW ENFORCEMENT (MAJOR)

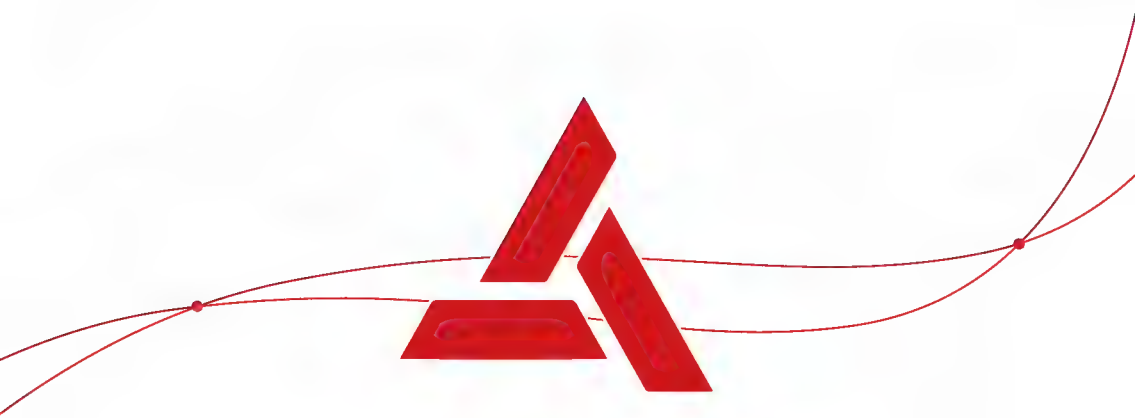
Police officers enter the museum. If this Setback is triggered, the following challenge is added to the **Escape Plan** Key Objective:

> **Run:** Evading capture and safely exiting the premises requires at least 2 different **Approach checks** with 1 **Raise**.

FEEDING (MAJOR)

The creature sinks its fangs into one of the Witnesses or one of the security guards, drawing blood and consuming it. As it does so, the wounds suffered by the creature regenerate, healing swiftly. If this Setback is triggered, the following challenge is added to the **Heist with a Vampire** Key Objective:

> **Frenzy.** The creature fights with renewed ferocity. Therefore, this Challenge requires at least 2 separate **Approach checks** with 1 **Raise** in order to be overcome.



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CHAPTER 3. REST IN PIECES

Back at the cell's hideout, the Descendants are greeted by Gavin Banks, who congratulates them on the successful recovery of the third piece of what he calls the "Rings of Seth". Meanwhile, the technician meticulously examines the new artifact, cross-referencing it with the Brotherhood's database to identify any additional connections between these Rings and the Assassins of the past.

According to Banks, if the vampire was at the British Museum, this Zixuan Long surely knows something more than the Brotherhood, yet not so much as to have an insurmountable advantage. To maintain equilibrium or regain lost ground, the Assassins must act swiftly.

The technician eventually discovers a match: the Ring of Seth recovered at the museum (also known as the ***Ring of Sand***) has come into contact with members of the Brotherhood back in 1923, in Egypt's Valley of the Kings – the same location where the sarcophagus was reportedly unearthed in 1932.

Gavin Banks urges the Descendants to return to the Animus promptly. This might offer them an opportunity to gain an advantage over Dr. Long.

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SEQUENCE HOOKS

The following hooks can be used to play one or more Sequences occurring prior to the events depicted in "*the Great Egyptian Discovery.*"

Mysterious Origins (Modern Day). The sarcophagus and the ring contained within it were loaned a few months ago to the British Museum from the Egyptian Museum in Cairo. However, from both publicly available and hacked data, there appears to be no record of the site where the sarcophagus was found. Lumped together with Tutankhamun's latest collection of relics, it is plausible that the discovery was made in the 1920s; the accompanying documentation might still physically exist in the offices of the Cairo Museum – or perhaps someone has kept the site secret on purpose. Either way, a visit to Cairo could serve the Brotherhood well.

Spies in Cairo (Simulation). The Brotherhood has detected peculiar activities involving a Templar seneschal, Lord Carnarvon, who hastily departed for Cairo aboard a private plane, accompanied by a sizable contingent of Templar agents. It appears that significant developments are underway in Egypt. The Witnesses have been tasked with promptly reaching the Egyptian capital to track down the Templars. Their mission there is to spy on Lord Carnarvon, gathering intelligence on his activities and intentions, and intervening only if deemed essential.

Medjay Guardians (Simulation). As the Witnesses make their journey towards the Valley of the Kings, they encounter a band of medjays on horseback, donned in black robes and heavily armed. The medjays confront the Assassins, delivering a stern warning: "None shall pass into the sacred confines of King Tutankhamun's Tomb. None shall uncover what lies hidden beneath its ancient stones."

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SIMULATION SEQUENCE: THE GREAT EGYPTIAN DISCOVERY

TIME FRAME: World War I

LOCATION: The Valley of the Kings, Luxor, Egypt - 1923

STARTING SYNC LEVEL: 70% (2 Key Objectives)

DESCRIPTION: In 1922, following a temporary halt in excavations due to the Great War, the British archaeologist Howard Carter made a momentous discovery. He unearthed the tomb of the 18th Dynasty Pharaoh Tutankhamun in the Valley of the Kings near Luxor. What Carter was unaware of, however, was that the patron funding his research, Lord Carnarvon, held a covert allegiance to the British Rite of the Templar Order.

A year later, laborers at the excavation site made an astonishing find. They discovered a secondary tunnel branching off from the main structure, delving deeper into the earth and unveiling an entirely new network of chambers and passageways. At the end of this labyrinthine complex stood a wall adorned with intricate hieroglyphs recounting tales of the god Seth and other figures shrouded in mystery.

Much of the interior walls of the complex resembled a catacomb, with exposed burial sites and a solitary sarcophagus positioned prominently before a staircase leading to the inscribed wall. The significance of this discovery was still largely unknown to the laborers: it was an Isu Vault housing a guardian empowered by a Piece of Eden. It was little wonder that the Templars swiftly mobilized to seize control of the site.

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You know that Templar agents have already infiltrated the crew of archaeologist Howard Carter to secure any Isu artifacts or secrets uncovered during the discovery of Tutankhamun's tomb last year. The rumors about a strange frieze depicting the god Seth holding items similar to Isu Artifacts found in a deeper level of the tomb seem to be confirmed by the presence on site of Lord Carnarvon, who hurried here all the way from England.

Your mission is clear: infiltrate the dig site, gather intelligence on any significant discoveries, and above all, prevent the Templars from obtaining any Precursor technology.

▸▸ KEY OBJECTIVES

> 1 - ENTER THE TOMB

The Witnesses must penetrate the labyrinthine tunnels of the tomb to witness the Templars' discovery firsthand. The location is inaccessible to the public and surrounded by British Army guards at its perimeter. However, they are not alone in their endeavor. Lord Carnarvon and a substantial contingent of Templar agents arrived at the site two days ago.

As you step out of the vehicle, the warm desert breeze embraces you. It's a comforting welcome after your journey from the banks of the Nile. From your vantage point, you can survey the dig site nestled in the Valley of the Kings, keeping a safe distance. The entirety of the site has been cordoned off from the public, press, and local authorities under the guise of "safety reasons." Guards are stationed at the perimeter of the site and at the entrance to each tomb.

Suddenly, as you watch the access to Tutankhamun's tomb, you notice something unusual. Lord Carnarvon, the Templar patron behind the archaeological mission, is being dragged away, clearly bleeding from a neck wound. The air echoes with distant gunshots and anguished cries coming from within the tomb itself. The British soldiers guarding the perimeter snap into action, while Templar agents emerge from their tents, converging on the area like a swarm. A palpable sense of danger hangs in the air, tinged with an unsettling aura of the unknown. Despite the risks, one certainty remains: you must venture into the heart of the dig site and thwart the Templars' pursuit of the Pieces of Eden at all costs.

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CHALLENGES

> **British Army.** The Witnesses must sneak into the dig site, evading detection by the British soldiers stationed on the perimeter.

> **Templar Agents.** The Witnesses must sneak into the tomb without being caught by the Templar agents actively patrolling it.

> **Alarm Traps.** The Templars have set up traps in the secondary tunnel leading to the Isu Vault. The Witnesses will have to disarm or avoid these to proceed undetected.

WEAKNESSES

> **Convenient Disguise (minor).** Witnesses can disguise themselves as Templar agents or British soldiers to bypass patrolling guards. In this case, all Stealth and Social **checks** made to overcome the **British Army** and **Templar Agents** Challenge have 1 **Free Raise**.

> **Fireworks (minor).** The vehicles used by the excavation team are loaded with spare petrol cans. The Witnesses can utilize the canisters to engineer an explosion, serving as a diversion, in which case they overcome either the ***British Army*** or ***Templar Agents*** Challenges, or both depending on the situation.

> **Alternative Access (minor).** Once inside the perimeter, the Witnesses can seek information regarding the excavations. In this case, they may discover that the excavators have found a second access tunnel leading to the Isu Vault. This tunnel is unsafe – and therefore unused – but is not patrolled. It can be accessed from the nearby tomb of Ramesses VI. If the Witnesses decide to access the tunnel from there, they overcome the ***Templar Agents*** and ***Alarm Traps*** Challenges. However, the Reader might decide to add a different Challenge related to the unsafe tunnel passage.

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> 2 - SURVIVE THE GUARDIANS

Tracking the trail of blood and footprints left by Lord Carnarvon and his entourage, the Witnesses finally arrive at the entrance of the secondary tunnel, which descends deeper into the earth towards the hidden chambers surrounding the Isu Vault. There, a ferocious battle rages between armed Templar agents trying to access the Vault and a fantastical army of monstrous guardians.

As they make progress into the underground complex, any of the Witnesses possessing the necessary expertise discern a peculiar anomaly in the tomb's layout. Contrary to the typical Egyptian funerary provisions expected in such structures, there are no canopic jars and *shabtis*, essential for the deceased's journey into the afterlife. This omission suggests that, despite appearances, the complex is not a tomb.

> *A surreal assemblage of horrors unfolds within the main chamber, orchestrated by a living mummy wielding a radiant, golden khopesh. Animated skeletons, armed with rusty weapons, emerge from graves embedded in the walls to encircle a group of Templars. Meanwhile, colossal snakes assail another contingent attempting to breach the wall. Swarms of carnivorous scarabs descend upon those vainly attempting to flee.*
>
> *Amidst this chaotic scene, the mummy's piercing gaze locks onto your group. Its index finger ominously points in your direction as thunderous words in a long-forgotten language reverberate through the chamber. Simultaneously, several skeletons turn their empty eye sockets to fixate on your party. This cannot be good!*

Special. Following the defeat of the mummy, chaos erupts as a grenade, thrown in panic by a Templar agent, detonates near the dry, inert corpse. The explosion reverberates through the chamber, triggering a chain reaction of crumbling rock and billowing dust. With the underground structure already teetering on the verge of collapse, the tremors intensify, signaling an imminent and potentially lethal threat to all those still trapped within its confines. All Witnesses must make a **Reaction check** while escaping the collapse.

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CHALLENGES

> **Templar Agents.** Even amidst the chaos of battling unspeakable monsters, the fanatic Templar agents still perceive the Descendants as adversaries and seek to obstruct or assault them.

> **Illusions of Horror.** Animated skeletons, swarms of carnivorous insects, sand ghosts, zombie hyenas, and a multitude of other terrifying monsters are nothing more than illusions conjured by the guardian mummy. However, the potency of these illusions is such that those who are unable to see through them remain in grave peril. The only means to confront this formidable threat is to pierce through the veil of deception and recognize the illusions for what they truly are. A Witness can make a **Wits check** with 1 **Raise** to see reality as it is and become immune to the mummy's monsters.

> **The Mummy Returns.** The undead creature wields its khopesh with superhuman expertise and speed. Fighting it requires at least 2 separate **Approach checks** with 1 **Raise**. Also, on a failure, the Witness must make a **Reaction check**.

WEAKNESSES

> **Turn Tail (major).** Given the otherworldly nature of the threat they are facing, the Witnesses may indeed opt to heed their instincts and hastily retreat from the depths of the underground complex. In this case, the Witnesses achieve the ***Survive the Guardians*** Key Objective.

As you emerge from the tunnel, a palpable tremor reverberates through the earth, signaling the impending collapse of the underground complex. Like a living entity, the entrance to Tutankhamun's tomb exhales a billowing cloud of dust and sand, within which, for a fleeting moment, the sinister visage of the mummy seems to materialize, sneering malevolently. Before you can dwell on this unnerving sight, the bright headlights of the British army's vehicles illuminate the scene from a distance, prompting you to swiftly retreat into the comforting embrace of shadows. Soon, the artificial construct of the Simulation begins to unravel, gradually dissipating, and bringing you back to reality.

Images of monsters, killers, and the harrowing events of the past few days weigh heavily upon you as you settle into your seat on the flight from London to Cairo, making it a formidable struggle to find rest. Knowing that there will be no respite upon arrival, your thoughts turn to the urgent mission that lies ahead. Once you touch down in Cairo, there will be no time to waste. You will press onward, journeying south towards Luxor, eager to explore the untouched depths of the Valley of the Kings — a place you only "visited" in 1922 in the Simulation.

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SETBACKS

FLYING BULLETS (MINOR)
Bullets start flying. The Witness must make a **Reaction check** to avoid being injured.

FIRE IN THE HOLE (MINOR)
A grenade lands near the Witnesses, forcing them to take cover. All Witnesses in the targeted area must make a **Reaction check**.

FALLING DEBRIS (MINOR)
A piece of debris falls from the ceiling. A Witness must make a **Reaction check**.

FEAR OF THE DEAD GUARDIAN (MINOR)
The mummy uses its supernatural powers to overwhelm the Witnesses minds with waves of sanity-shattering terror. All targeted Witnesses must make a **Wits check** with 1 **Raise.** On a failure, any **Approach check** made to overcome the ***The Mummy Returns*** Challenge requires 1 additional **Raise**.

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SEQUENCE HOOKS

The following hooks can be used to play one or more Sequences occurring prior to the events depicted in "*Fulfill Your Destiny.*"

A Spanner in the Works (Modern Day): Following the PCs' intrusion, Abstergo intervenes to stop them before they can reach the Valley of the Kings. While the Descendants head to Heathrow to catch their flight, a group of Abstergo agents, led by the formidable Black Cross, Juhani Otso Berg (see the ***Black Cross Sequence Hook,*** on page 97), intercepts them. The Descendants find themselves vastly outnumbered and outgunned. Their only viable option is to make a swift escape, utilizing every resource and skill at their disposal.

Fragile Alliance (Modern Day): At the last moment, the Black Cross recognizes the urgency of stopping Dr. Long. He approaches the Descendants with an offer – a temporary alliance to stop Long's plans. With his assistance, the PCs will have a smoother journey to Luxor in Egypt, significantly reducing the risk of encountering further problems with Abstergo. However, this offer is not without its own set of risks.

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MODERN DAY SEQUENCE: FULFILL YOUR DESTINY

LOCATION: The Valley of the Kings, Luxor, Egypt

DESCRIPTION: The PCs now stand at the threshold of the Isu Vault hidden within the Valley of the Kings, armed with all three of Seth's rings. Determined to thwart Dr. Long's schemes and prevent him from reaching Apophis, they prepare to confront the challenges that lie ahead within the ancient sanctuary.

You find yourself standing within a section of the ancient Egyptian tomb, shrouded in darkness untouched by sunlight for centuries. The walls of the corridor are adorned with intricate hieroglyphics reminiscent of those seen in the British Museum, weaving together the rich tapestry of history within this ancient place. Prominently featured throughout these narratives is the recurring role of Seth, bestowing his rings upon various individuals.

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At the end of the corridor, a painted arch reveals the culmination of this enigmatic narrative — an astonishing revelation that sends shivers down your spine. Before your eyes, immortalized in vibrant hieroglyphs that have withstood the test of time for millennia, you behold yourselves — portrayed in stunning detail, mirroring the very events you have recently experienced in the Simulation.

Suddenly, a commanding voice resonates from ahead, cutting through the silence with chilling authority. "It took you long enough," it declares, echoing through the ancient chamber. "You may think you have vanquished my creations, but you are mistaken. You have merely assumed their mantle. Your efforts have wrought no change. I command the power of Seth's Staff, and you shall bend to my will, whether you choose to defy me or not!"

A man slowly approaches from the other side of the chamber, a radiant golden light emanating from a Staff of Eden.

▸▸ KEY OBJECTIVES

> 1 - FACE THE RED LAND

Dr. Long calls upon Seth's powers to force the PCs into submission. With a powerful Isu artifact in his hands, he is able to manifest powers that are beyond mortal comprehension.

> *A vortex of crimson sand suddenly engulfs you, obscuring your vision entirely. When the sandstorm relents, you find that you are no longer in the painted halls of the tomb complex. Instead you are in a desert bathed in a crimson hue, ominous black storm clouds threatening from afar.*
>
> *Dr. Long's form undergoes a startling transformation, mirroring the depictions of the Egyptian god Seth. A shadowy darkness seeps from the pores of his skin, consuming his body with unnatural speed. His eyes morph into malefic crimson orbs. The man's physique distorts, contorting into a more sinister silhouette. His skin takes on an ashen hue, and his face takes on a grotesque, elongated appearance.*
>
> *As the metamorphosis progresses, tattered, blackened remnants of his clothing cling to his transformed frame.*
>
> *Distorted by his new form, his voice booms across the desert sands: "You shall serve me!"*

CHALLENGES

> **Sandstorm.** Summoned by the Staff of Seth, a blood-red sandstorm hits the PCs. Every PCs must make a **Reaction check**.

> **Shadow Warriors.** A group of shadowy figures emerges from the sand, attacking the PCs. Defeating them requires at least 2 separate **Approach checks** with 1 **Raise**.

WEAKNESSES

> **Yes Master (major).** If the PCs feign submission to the powers of Seth's Staff, Dr. Long, in his arrogance, will easily fall for their ruse. In this case, the PCs complete the ***Face the Red Land*** Key Objective and get close enough to create the opportunity to approach the ***Killing Blow*** Objective.

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> 2 - KILLING BLOW

For the length of the confrontation Dr. Long remains safe behind the energy shield of the Staff of Seth. Yet, in time his powers start to weaken.

As the battle rages on, your adversary's powers begin to falter. He shouts to be heard over the raging storm, "You must yield to me! You do not comprehend – I am destined to lead you. Together, we shall confront Apophis, sailing through the sky aboard the Boat of Millions of Years!"

CHALLENGES

> **Force Shield.** The shield around Dr. Long is a marvel of Isu technology. It is seemingly impenetrable, requiring at least 3 separate **Approach checks** with 1 **Raise**.

> **Lethal Blow.** The coup de grâce can only be delivered once Dr. Long's defenses have been overcome. This requires at least 2 separate **Approach checks**.

WEAKNESSES

> **Exploit Dr. Long's Fears (minor).** A PC wearing the ***Ring of Sand*** can use its illusionary powers to feign the arrival of Apophis and exploit Long's fears. In this case, any Approach check made to defeat Long has a **Free Raise**.

> **Fighting Fire with Fire.** By harnessing the ***Ring of Sand***'s illusionary power, the mind-manipulating powers of the ***Ring of Blood***, the heightened perceptions and the physical prowess gifted by the ***Ring of Moon***, the PCs can craft a convincing avatar of Seth, deceiving their adversary and quickly taking him down. In this case, they complete the ***Killing Blow*** Key Objective.

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The final blow strikes Dr. Long, causing him to collapse to the ground. "No! This cannot be! I must prevail! It is my destiny, so it is written!"

As if pulled by a colossal whirlpool, the crimson desert starts to converge on the Staff of Seth. Within moments, the entire landscape is drawn into it. Once more you stand within the chamber. Before you is Dr. Long, still clutching the staff, but something has changed. His posture and expressions now bear the aspect of an entirely different being. As he speaks, you know without a doubt that this is no longer the doctor.

The voice resonates inside your mind, transmitted through the rings that adorn your fingers. The individual standing before you is unmistakably the Isu known as Seth.

"Well met, my champions. I have waited millennia for your arrival. Together, we can avert the Apophis Project!"

Seth raises his staff before you, and a vivid purple aura envelops the chamber, weaving a new illusion around you. London materializes, shrouded in an unending, ominous night. Lifeless bodies litter the streets, buildings stand as ruined shells. The streets are covered with debris, and the Thames lies dry and lifeless.

Seth's voice pierces through this haunting vision: "This is the fate that your world will meet if Project Apophis will be activated, should the Vault be unsealed. You are now tasked with safeguarding this place, and with bearing the weight of this knowledge. Farewell, my champions. Ensure that the eyes of the living never again fall upon these halls."

SETBACKS

FURY OF SETH (MINOR)

Dr. Long attacks one of the PCs with supernatural speed. The PC must make a **Reaction check** with 1 **Raise** to dodge or parry the blow.

YOU ARE UNDER MY COMMAND! (MAJOR)

Dr. Long tries to impose his will on a PC wearing a Ring of Seth. The PC must make a **Wits check** or fall under Long's control – the PC must immediately act to defend Long. For the rest of the scene, at the end of an **Approach check**, the PC must make a **Wits check** to snap out of Long's control.

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WHAT'S NEXT?

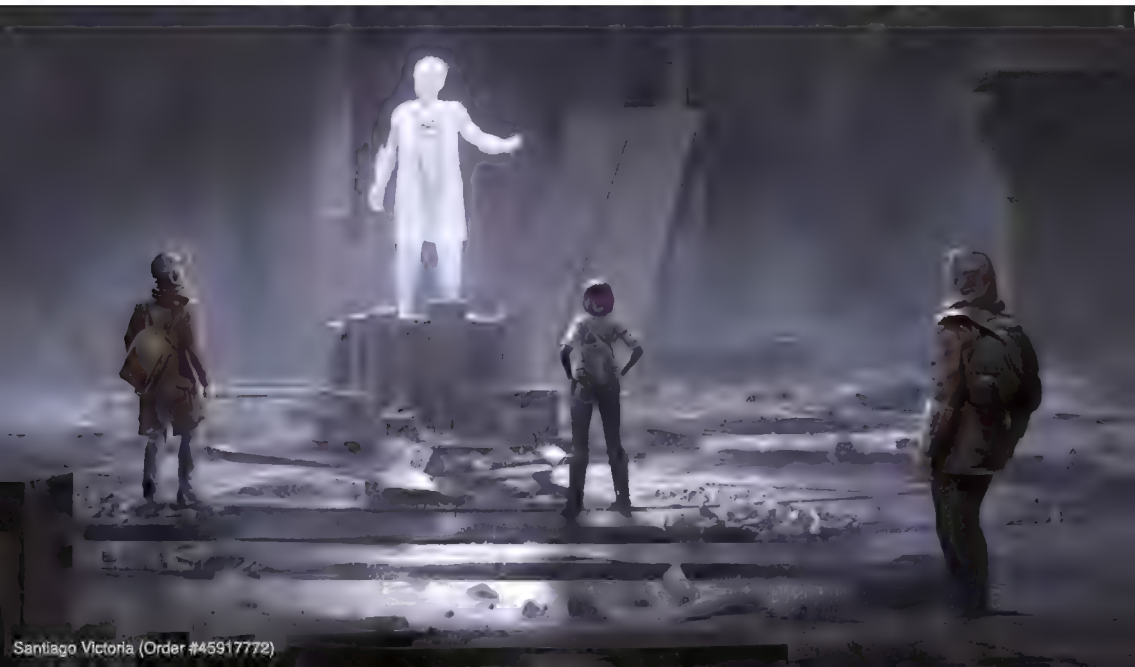
Becoming Seth's champions mark the climax of this Storyline, but there are a multitude of possibilities for a Reader wishing to explore different endings and developments:

- **The Great Dark:** Seth intends to activate the Apophis Project, a cataclysmic Isu plan that threatens to destroy humanity. He seeks to use his champions to activate it and ascend to rulership over the remnants of civilization.

- **The Human-Isu War:** Apophis was an Isu who underwent gruesome experiments during the Human-Isu war to become an unstoppable weapon. Now, he teeters on the brink of freedom. Who will release him? Could it be the Isu Ra, who has managed to survive throughout the ages?

- **God save the Queen:** The Apophis Project takes on the form of a mechanism that allows an Isu's resurrection from the darkness of the Grey. This narrative could be connected to the plot of "Lost in Time," introducing an additional layer to that storyline (see page 134).

- **Nothing is True:** The modern day Sequences are nothing more than simulations. The actual date is 2055, in a world where the Apophis Project has transformed most of humanity into abominable creatures. The PCs are descendants of their 2016 counterparts and must embark on a quest to find the Rings of Seth and reverse the change wrought by the Apophis Project.



Santiago Victoria (Order #45917772)

STORYLINE 3-0

LOST IN TIME

ACCESSING
MASTER CLASSIFIED
DATABASE

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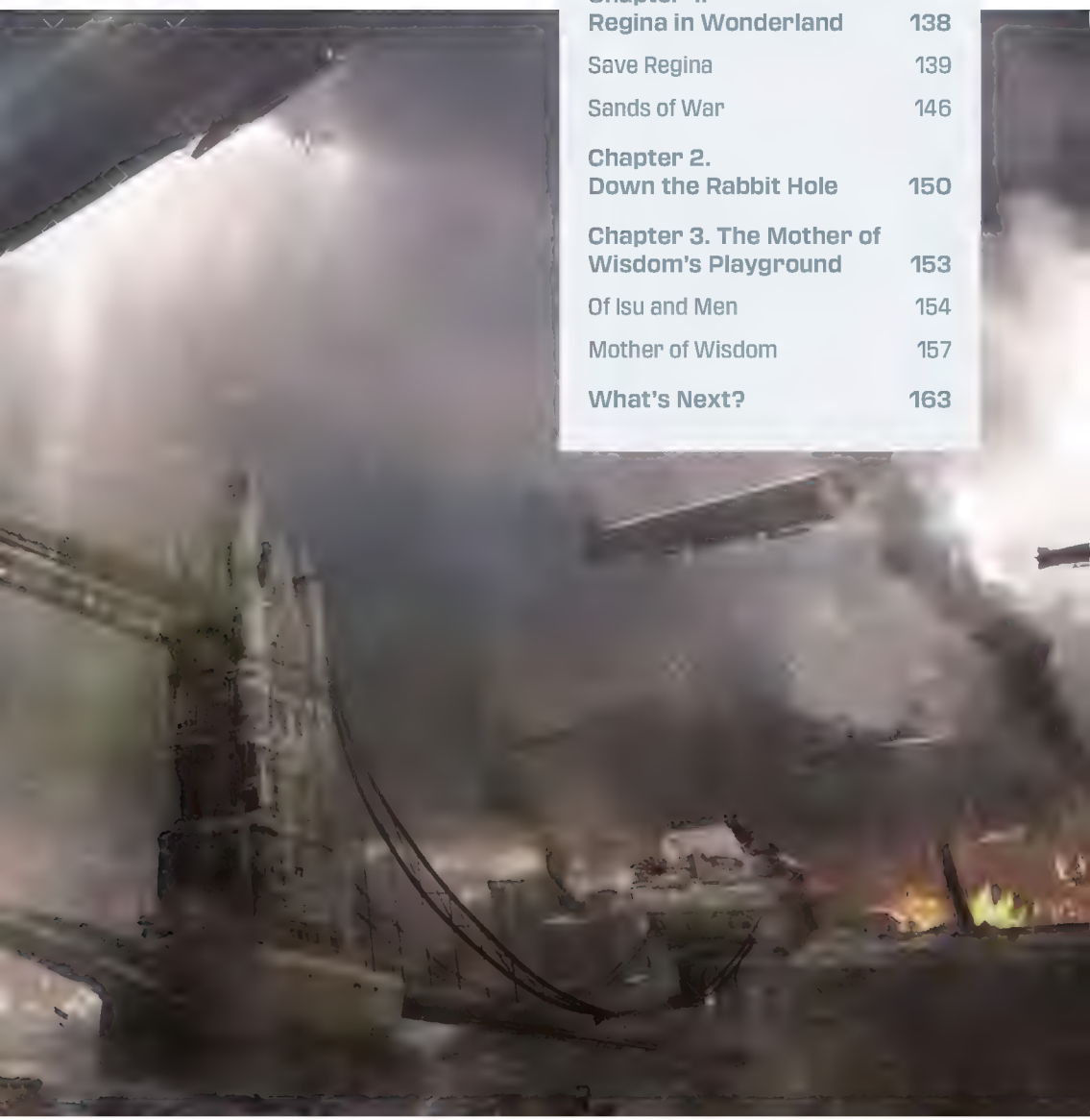

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INTRODUCTION

This storyline is substantially different from the previous two. In fact, no recommended Ancestors or Time Frames are required for the Descendants who participate in the adventure. The only exception is the 'Sands of War' Simulation Sequence set in World War I, which all Descendants will enter as Echoes of an unknown Ancestor unrelated to any of their genetic memories.

Glitches
(see page 151).

While presenting this adventure, the Reader is free to insert other Simulation Sequences taking place in Time Frames linked to the Ancestors chosen by the players. This is particularly valid for Chapter 2, where the Descendants' experience in the Animus is complicated by the so-called '**glitches**' happening in the course of their simulation.

Additionally, the Reader can use one or more premade Sequences or adventure hooks contained in other *Assassin's Creed RPG publications*, should they feel the need to add to the existing material.

STORY OVERVIEW

In **Chapter 1**, the adventure begins with the kidnapping of Regina Davies, a young actress whose DNA plays a key role in her captors' plan. Regina is then trapped within a Simulation by a powerful, unknown enemy. The Descendants must infiltrate a cutting-edge facility and employ unique technology to enter the Animus as Echoes in order to save the girl.

In **Chapter 2**, through the memories of one of Regina's Ancestors, the PCs relive a mission led by Jeremiah Davies, a Templar Agent aligned with the Brotherhood, amidst the tumult of World War I-ravaged North Africa. As they delve deeper into Davies' mission, they become ensnared in a series of simulation glitches and erratic sequences, provoked by the Isu Juno herself.

In **Chapter 3**, as the Descendants tune back into the World War I simulation, they uncover the machinations of the Instruments of the First Will. Their plan: to access an ancient Isu Vault buried beneath the sands of Egypt and revive the Precursor Juno.

Unbeknownst to them, Juno has been waiting for almost a century for the Descendants to meet her in the past as part of a complex plan. The Precursor intends to manipulate their Simulation, trapping them to use information stored within their DNA to return to life, using Regina's body as a vessel. The Descendants eventually free themselves from the Animus' trap and confront a reborn Juno, possibly facing a hard moral decision.

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CHAPTER 1. REGINA IN WONDERLAND

The Instruments of the First Will, also known as the Juno cult, have long-since infiltrated key roles in one of Abstergo Industries' recently-built facilities. In 2016, their plans are about to come to fruition. Operating undercover within the facility, they have kidnapped an actress named Regina Davies after a performance at the Apollo Theater in London.

One of Regina's Ancestors was a Templar who came into contact with the Isu Juno in Egypt during World War I, and the Instruments are eager to examine her genetic memory. By means of new Animus prototypes and cutting-edge equipment, the Instruments of the First Will have trapped Regina in the past to find what they are looking for.

The Instruments of the First Will that have infiltrated the facility are led by Kumar, a newly awakened Sage (see *The Sages* box). Kumar says that Juno has left precise instructions on how to bring her back to life and provide her with a physical body. These instructions are hidden in the memories of specific subjects that Kumar has managed to identify, ordering their abduction to allow investigation of their memories within the facility's Animi Room. Regina Davies is the most important of these subjects.

For more information about the Instruments of the First Will and the Isu Juno, see page 57 of the *Assassin's Creed - Animus Handbook.*

THE SAGES

Aita was an Isu scientist and Juno's husband. As the Toba Catastrophe approached, Aita volunteered to test one of the methods the Capitoline Triad (Jupiter, Minerva, and Juno) had devised to survive the disaster — the transference of Isu consciousness into an artificial body. The experiment failed, and Aita was left trapped inside the surrogate body, slowly driven insane by his predicament. Juno could neither heal nor rescue Aita and was forced to put him out of his misery. Before doing so, Juno preserved his genetic material by inserting it into human DNA in order to create the Sages. By this means, Aita has been reincarnated in a series of humans over the millennia, each Sage echoing his physical appearance and his opinions concerning the inferiority of the human race. Aita's goal is to manifest Juno in physical form so that they may be reunited.

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MODERN DAY SEQUENCE: SAVE REGINA

LOCATION: Abstergo Industries Neo-Chemical and Medical Research Lab, North Harrow, London, UK

DESCRIPTION: The Descendants are informed by their Cell of the kidnapping of Regina Davies and asked to infiltrate the Abstergo Industries site to investigate and free the actress. They will be assisted by Anjali, one of the Cell's field techs.

You reach Anjali's mobile lab — a food truck filled with high-tech equipment, monitors, drones, and cables. The field tech tells you that his personal "TSFP" (Templar-Scum Finder Program) has detected an individual registered in the Brotherhood's databases as a suspected Abstergo Agent in the presence of the missing woman a week ago. A CCTV camera positioned above Café Concerto, facing the main entrance of the Apollo Theatre, caught the agent waiting for the actress outside the venue, before forcing her to enter a black jeep. The jeep is fitted with fake plates.

The Templars are known for this type of kidnapping. Anjali has been following the jeep's via hacked ANPR cameras. The last image is from a speed camera in North Harrow, in the vicinity of a new Abstergo Industries facility. It's up to you to infiltrate it, find Regina, and free her from the Templars.

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KEY OBJECTIVES

> 1 - ENTER THE ABSTERGO FACILITY

The Brotherhood's hideouts are usually hidden in anonymous, run-down locations. "Hide in plain sight", right? The Assassins must live undercover, constantly on the lookout for Templar spies and from nosy civilians alike. The Templar Order, on the other hand, has no such problems. The Abstergo facility in North Harrow is a modern marvel of function and design.

Anjali remains at a distance, safely inside his mobile lab from where he can follow the Descendants, communicating with them through earpieces and similar hardware.

> *Polished black walls surround a square, three-story glass building that shows an imposing, three-colored Abstergo symbol and backlit "For A Better Future" text. The plate outside the electrified gate reads "Abstergo Industries: Neo-Chemical and Medical Research Lab" and, in larger letters, "Warning: High Voltage". You can see blue-light emissions from a series of bulbs running along the top of the walls. These security measures look pretty sophisticated...*

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CHALLENGES

> **Perimeter Alarm.** An advanced alarm system protects the facility. The PCs might obtain employee badges from Abstergo personnel, hack the alarm system or else be extremely careful. If the PCs have the right tools to hack a security system, they can make a Wits **check** with 1 **Raise** to deactivate the alarm.

> **Security Cameras.** The whole place is filled with security cameras, watching every corridor and room.

> **Abstergo Security.** Guards patrol the lab. Sneaking into the facility will prove challenging even if the cameras and alarms are neutralized. All Stealth **checks** made to move undetected require 1 additional **Raise**.

WEAKNESSES

> **Anjali Guide (minor).** If the Descendants can recover an Abstergo Guard's earpiece or similar device, Anjali discovers the frequency that Abstergo Security is transmitting on, as well as each guard's live location. In this case, the PCs overcome the ***Abstergo Security*** Challenge and, from now on, all Stealth **checks** made to move undetected in the facility have 1 **Free Raise**.

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> 2 - FIND REGINA DAVIES

The main laboratory containing the Animi Room and the Control Room that overlooks it is in the basement. The Control Room is accessible with a standard badge.

Once inside the Control Room, PCs can access data about Regina Davies and her Ancestor Jeremiah Davies, whose memory she is currently reliving inside the Animus. Strange messages indicate the Simulation is currently on standby. Two scientists can be seen inside the Animi Room, monitoring Regina Davies' unconscious body. The body floats in an Animus inserted in a strange containment tube.

CHALLENGES

> ANIMI ROOM ACCESS. It is protected by a biometric lock that can't be opened with standard badges. Such a lock might require fingerprints, retinal scans, or voice recognition to be opened. The PCs must find a way to bypass it or acquire the necessary biometric data to gain entry. Any attempt to hack the biometric lock with a **Wits** **check** requires 2 **Raises** and automatically triggers the ***Intruders!*** Setback with a squad of Abstergo Agents rapidly responding.

> SCIENTISTS. There are two Abstergo scientists inside the Animi Room, monitoring Regina Davies' conditions. Should the PCs interrogate them, or examine their notes, they will discover Regina Davies' current predicament and the nature of the Simulation she is in (a memory fragment where Regina's Ancestor personally encountered a member of the Precursor Civilization). Regina has now fallen into a semi-comatose state due to an unknown malfunction and is currently stuck in the memory corridor. The scientists are unable to force her into the programmed Simulation or disconnect her from the Animus. In the Scientists' honest opinion, detaching her from the device until she's properly entered the Simulation could prove lethal.

WEAKNESSES

> RESCUE TEAM (MINOR). If the Descendants can disguise themselves as Abstergo Agents or find another clever ruse to persuade the scientists to open the door, the PCs overcome the ***Animi Room Access*** Challenge automatically.

Once the PCs are inside the Animi Room Anjali contacts them, giving them instructions to hook him up to the Control Room's network so that he can hack its system and understand what's happening.

After a few minutes studying the situation remotely, Anjali briefs the Assassins on what they must do to get Regina safely out of the Animus. There are other Animus stations in the room, recent upgrades of the Animus 2.0 – enough of them for each of the Descendants.

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The body of Regina floats in the containment tube, lost in the Animus system – possibly for good. After a few minutes of silence, Anjali's voice rings in your ears. "Alright, as always, there's good news and bad news," he says. "The good news is we can take Regina out of there safely if she can exit the Simulation! Bad news, you'll need to help her out of the Simulation yourselves. I mean, supposing I'm right, you actually have to enter and re-live the Simulation with Regina."

Anjali then hacks the central network to link all the Animi in the room to Regina's containment tube, synchronizing her genetic memory to each of the devices . "You will be the Echoes of Regina's Ancestor in the Simulation. If I can put you in in this way, we might have a chance to restart the Simulation and release Regina from the memory corridor she's trapped in. Then, I should be able to pull you all out."

Suddenly, Anjali yells as if in panic. "Bloody hell! Now this is bad news! There's a military helicopter landing in the facility's courtyard! Abstergo must have sent in the cavalry! I can use the security system to delay them, but you'll have to get Regina out of there, quick!"

SETBACKS

BACKUP ALARM (MINOR)

While hacking the security alarm or cameras, a Descendant notices that security is aware of the intrusion attempt. The Descendants must make a **Reaction check** with 1 **Raise**. If the PCs fail, the ***Intruders!*** Setback is automatically triggered.

INTRUDERS! (MAJOR)

Abstergo Security guards are alerted to the presence of intruders inside the facility's perimeter. All **Stealth checks** made to move undetected inside the facility require 2 additional **Raises** instead of 1 and all doors lock automatically. In order to open the doors, the PCs must obtain an employee badge or hack their way in. Abstergo Agents could show up at the Descendants' location.

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NOTABLE NPCS

Regina Davies

DESCRIPTION: Regina Davies is a young, talented actress who is just starting to receive recognition after her captivating performances on the stage of the Apollo Theatre. Born and raised in London to a wealthy family, Regina's family has a long-standing history of service in the British Army, with several siblings earning medals of honor. However, Regina's family tree also holds a secret. Many of her ancestors were Templars. Regina herself bears no personal affiliation with the Templars. Indeed, she remains ignorant of their existence, but their legacy is putting her in very real danger.

Anjali

DESCRIPTION: Anjali is a 28-year-old tech genius, exceptionally skilled with technology and computer engineering. After completing his PhD at Imperial College in London, Anjali was drawn to the underground world of the Assassin Brotherhood, where his technological expertise and keen understanding of computer systems made him an invaluable asset to the Creed.

Operating undercover in the bustling streets of London, Anjali drives a fake food truck that hides his mobile lab, fully equipped with cutting-edge technology and gadgets of his own design. While he is a skilled field operative highly adept at infiltrating secure facilities and manipulating digital networks, he prefers to operate from the safety of his van.

Unfortunately for the Descendants and their Cell, Anjali is secretly a double agent for the Instruments of the First Will (see Juno's Masterplan on page 145).

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JUNO'S MASTERPLAN

This information can be shared with the Players when the Reader deems it appropriate. For example, the Descendants might discover the details of Juno's plan by talking to her during the Sands of War Simulation Sequence (see page 146), or they could find files in the facility's Control Room in the first modern day Sequence. If the Reader intends to use this adventure as the first part of a longer campaign, they might decide to save the more salient details for a later adventure.

PREMISE

Thanks to her ability to accurately predict future events, Juno set plans in motion in the early twentieth century to bring one of her many schemes to fruition a century later, using the Descendants as her unwitting dupes. Juno's goal is to return to life and regain physical form to impose her will over humanity, restoring the order conceived millennia ago by the Isu.

THE PERFECT MOLE

The Instruments of the First Will and the Sages (see box on page 138) are Juno's means to put each piece in the right place at the right time. Anjali is one such Instrument, who infiltrated the ranks of the Brotherhood in 2010, faithfully serving the Creed so that he would be present at this crucial moment.

THE SIMULATION TRAP

The kidnapping of Regina Davies is really a trap set for the Descendants. As soon as the Witnesses reach the Isu Vault in the Simulation Sequence, they are ensnared by a sophisticated program conceived by Aita when he was testing Juno's plan to escape the catastrophe.

JUNO'S VESSEL

While a series of glitches trap the Descendants in a labyrinth of broken Simulations, Juno intends to tap into the genetic makeup of each of them, matching it with Regina's. These specific Descendants have a genetic disposition that makes them suitable for Juno's plan. Over the centuries, the Sages have made it possible to store enough of Juno's essence in the threads of Descendant DNA as if they were shreds of a living Shroud of Eden. Regina is the compatible subject, whose physical body will become a vessel inhabited by Juno's essence transferred via the Descendants.

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SIMULATION SEQUENCE: SANDS OF WAR

TIME FRAME: World War I

LOCATION: Siwa Oasis, Egypt - 1917 CE

STARTING SYNC LEVEL: 70% (2 Key Objectives)

DESCRIPTION: British spy and Templar Agent Jeremiah Davies ventures into the heart of a war-torn desert to infiltrate an enemy encampment. His mission: to thwart an imminent threat of such magnitude that it compels both Templars and Assassins to set aside their differences and unite, if only temporarily.

Jeremiah finds himself leading an eclectic and unlikely band of allies, drawn from both Templar and Assassin ranks, along with their assorted affiliates, converging in the unforgiving desert at his command. This unprecedented alliance arises from the fracturing of Templar unity, as a faction within the Order breaks away to pursue a far more dangerous objective: the restoration of the long-lost Isu hierarchy. The Instruments of the First Will are trying to conjure the Isu Juno in a secret vault buried under the Siwa Oasis where she's believed to be resting. A member of this faction, coming to their senses, has reached out to both Assassins and Templars begging for help to stop the plan.

Two green armored cars cross the desert, kicking up a thick, chalky dust. In the distance, from Girba to the north-west, you hear the echoes of gunfire and explosions. The sun is just beginning to rise. Jeremiah examines a map. "We should be there by now," he says. "The point marked on the map by our informant is nearby. The camp should be right behind those rocks over there."

You climb out of the vehicles and up onto the rocks where you gain a comprehensive view of the Instruments of the First Will's encampment spread out below.

The camp is sizable, patrolled by hired Senussi mercenaries. There are at least five cave entrances descending into the depths of the rocks surrounding the oasis. You have no idea which one leads to the Isu Vault and you can't afford the time for trial and error. The Captain's tent will likely have information on the correct route. Time is, as always, not on your side.

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SIMULATION WITNESSES

This Simulation replays the genetic memories of Jeremiah Davies, Regina's great-great-grandfather. This means that the players only get to play Echoes, following the lead of Regina's Ancestor. To do so, they select their Witness cards from those provided for the "World War I" Time Frame.

Players who have selected a Witness from the "World War I" Time Frame as their Ancestor cannot play that character during this Simulation Sequence, as it is not related to Regina's genetic memory.

KEY OBJECTIVES

> 1 - REACH MEMHED DEMIR'S TENT

Hundreds of Senussi mercenaries are stationed inside the camp, while a few units patrol its perimeter, making it extremely hard to infiltrate. As the informant said, a large tent stands in the middle of it, the tent of Ottoman Army Captain Memhed Demir, the man in charge of the Instruments' mission.

CHALLENGES

> **Senussi Mercenaries.** The Senussi mercenaries are capable combatants, expert desert guerrillas equipped with Ottoman weaponry. Every **Stealth check** made to navigate the camp undetected requires 2 **Raises**. Openly facing the mercenaries in combat inside their camp requires 3 separate **Approach checks**.

> **Ottoman Artillery.** If the Instruments of the First Will discover the Witnesses, they'll try to stop them at all costs, even bombarding their own lines. From the moment the Ottoman artillery starts firing at the camp, the Witnesses must make a **Reaction check** at the end of every **Approach check**.

WEAKNESSES

> **Expendable Losses.** The Ottoman artillery commanders have no qualms at killing the Senussi mercenaries to stop the Witnesses. In this case, the Witnesses might turn the tables to their advantage. If the Witnesses can convince one or more Senussi troops to switch sides, every **Approach check** made to face the ***Ottoman Artillery*** Challenge has 1 **Free Raise**.

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> 2 - FIND THE VAULT'S TUNNEL

Once the Witnesses reach Captain Mehmed Demir's tent as indicated by their informant, they find it empty. However, it's possible to search for intelligence or traces that provide information about the location of the Isu Vault underground.

CHALLENGES

> **Demir's Notes.** A booklet contains a series of encrypted notes. With a successful **Wits** **check** with 1 **Raise**, a Witness can read the contents of the note and learn that the right tunnel is one of the two to the north.

> **Interrogation.** A captured mercenary might reveal information under interrogation. Nobody but Mehmed's escort knows which of the five tunnels lead to the Isu Vault, but the mercenary often heard them complain about the "extremely low ceilings." Since only three of the tunnels have really low ceilings, the tunnels to the south and east of the camp can be excluded. If the Witnesses have already deciphered Demir's encrypted notes, they can identify the leftmost tunnel to the north.

WEAKNESSES

> **Eagle Vision (major).** If one of the Witnesses uses Eagle Vision once north of the camp, they can follow the footprints left by the captain and his escort to the left tunnel with no need to overcome the ***Interrogation*** Challenge.

As the Witnesses enter the Isu Vault in the Simulation, they unwittingly walk into a trap. Juno's hologram entangles Witnesses and Descendants in a cage that transcends time and space. From this moment on, the Descendants are trapped in a series of loops, time rifts, and glitches from which they might never return (see Chapter 2).

As you descend into the dark, low-ceilinged tunnel beneath the Siwa Oasis, tension fills the air. Captain Demir and his unit must be down there, somewhere. Emerging from the tunnel, you enter an unexpectedly vast chamber, the Isu Vault. The massive room is illuminated by an eerie, pulsating glow emanating from the walls. Intricate, incomprehensible, geometrical symbols and engravings cover the Vault's surface, casting ethereal patterns across the room.

At the center of the chamber is the towering hologram of a female Isu, Juno. Her form shimmers with otherworldly energy, and her eyes seem to pierce your very souls with a presence that is both enchanting and intimidating. Juno's voice resonates through the chamber, "Finally, Assassins. I hope this memory finds you well".

Her words are clear. Juno is speaking to you, the Descendants, inside the Animus, and not to the Witnesses you're reliving the event through!

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"It pleases me that you have willingly entered my trap." Before you can react, Demir's soldiers emerge from their hiding places. The sinister grin on the Captain's face tells you this was a well-planned ambush. A split second later, a virtual net spreads out from Juno's hologram, catching you in a shocking grip.

Electricity crackles as the net fires jolts of pain through your whole body, immobilizing you as all fades to black...

SETBACKS

GRENADE! (MINOR)

A mercenary tosses a grenade. The Witnesses must make a **Reaction check** to avoid being injured.

RAISE THE ALARM! (MAJOR)

The Witnesses have been spotted. The Senussi Mercenaries Challenge requires 2 additional **Approach checks** to be overcome. If the Senussi Mercenaries Challenge has already been completed, it must be overcome again.

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CHAPTER 2. DOWN THE RABBIT HOLE

The Isu Juno has trapped the Witnesses within the Animi network. In this chapter, the Reader presents a series of scenes representing glitches or rifts, anomalies disrupting the *Sands of War* memory Sequence — for example, locking the Witnesses in temporal loops, or shifting the Simulation to a different Time Frame.

These glitches can be played with the whole group of PCs as usual, or the Crew can be split into smaller groups, each of them facing a different anomaly. Be careful not to divide the party too much that it slows the game down, however.

> A good rule of thumb is to end the chapter when the Crew has solved a number of glitches equal to the number of Witnesses in the Sequence.

A number of examples are provided below; however, the Reader is not restricted to these specific glitches and is encouraged to freely exploit the circumstances, incorporating fragments from any preferred Time Frame, in particular those associated with the PCs' Ancestors (for example using one or more premade Sequences or adventure hooks taken from other *Assassin's Creed - Roleplaying Game* books).

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EXAMPLE GLITCHES

Below are some examples of possible glitches that can be used by the Reader. All anomalies share one thing in common — they represent a disruption of the *Sands of War* Simulation Sequence, and thus they always start with the players' Echoes in the Siwa Oasis, in Egypt. The Simulation appears to break down: visuals display errors, scrolling lines of codes hover on the scene, too fast to be read, and sequences of nucleotides appear randomly. The effect is unsettling for the Witnesses.

TEMPORAL LOOPS

The Witnesses become trapped in repetitive cycles, reliving the same events over and over again until they manage to break free. The Reader can make very different scenes, choosing a different scope for each cycle: it can be a single action scene (like defusing a grenade) or something more complex, like reliving an assassination. Here follows a complete example.

> DEMIR'S SCHRÖDINGER BOX

> **Description:** The Witnesses re-experience the scene when they enter Demir's tent, with Senussi mercenaries on their heels. Inside the tent there is only a modern-looking metal box, clearly out of context in 1917. There is a bomb inside the box that detonates after a short countdown, killing everybody and restarting the scene. The same happens if they leave the tent — Senussi gunfire cuts them down.

> **Solution:** The Witnesses must move the box, revealing a black hole in the ground, with shifting lines of code (a backdoor). Jumping into the hole ends the loop.

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▸▸ SHIFTING ENVIRONMENTS

Different settings and Time Frames within the Animi Network start to morph and blend together, creating surreal and disorienting scenarios. Below are two examples.

> THROUGH THE AGES

> The Witnesses are back in the Egyptian desert, but faced with various forces that have occupied this area throughout the ages. They begin fighting the Senussi Mercenaries in 1917, then Napoleonic troops in 1799, then barbaric Hyksos on scythed chariots in 1598 BC. The final shift brings them into a prehistoric jungle, escaping from a T-rex in the upper Cretaceous.

> THINGS FROM THE PAST AND PRESENT

> The Witnesses are in the Siwa Oasis, among the Senussi soldiers, who remain unaware of their presence. There is a time overlap and they see an enormous wave of water rushing towards them, perhaps from a prehistoric era when this area was under the sea. The wave will annihilate the camp, the only way to escape is outrunning it, by stealing an armored car or another vehicle.

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CHAPTER 3. THE MOTHER OF WISDOM'S PLAYGROUND

Juno, undeniable ruler of the Grey, has just tried to keep the Descendants in the Animus, trapping them in a maze of forced simulations to gain time to complete the final stages of a master plan conceived in eons past: the plan to come back to life. However, the PCs' will is strong and they are focused enough to find their way out of the goddess trap.

Once free from the Animus, however, the characters have to deal with Regina, now possessed by the part of Juno's conscience that the Isu managed to download from the genetic memories of the Descendants during their time trapped in the simulation. It's time for the PCs to deal with a tremendously powerful enemy and difficult moral choices.

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SIMULATION SEQUENCE: OF ISU AND MEN

Time Frame: World War I, 1917 CE, Egypt

Location: Siwa Oasis, Egypt - 1917 CE

Starting Sync Level: 70% (2 Key Objectives)

Description: As the PCs overcome the final glitch, they find themselves back in the very place where Juno disrupted the Simulation during their initial attempt. The familiar surroundings serve as a stark reminder of the challenges they faced and the obstacles they overcame. It becomes clear that the only path forward, the only means of escaping the Animus, is to complete the memory.

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As you emerge from the final glitch, you find yourself abruptly transported back to the Isu Vault. Before you, the familiar projection of Juno materializes, but her visage is now marked with surprise and apprehension. Her voice quivers with urgency as she declares, "This is premature! I need more time! My Instruments—halt them immediately!"

In that instant, urgency grips you as Demir's armed forces swiftly advance from the Vault's rear. Jeremiah pivots toward you, resolve etched on his features. "Handle them," he commands, determination ringing in his voice, "while I prepare the charges!"

KEY OBJECTIVES

> 1 - STOP THE INSTRUMENTS

The soldiers raise their weapons. They must be dealt with immediately.

CHALLENGES

> **Gunners.** Two small groups of well-armed soldiers open fire. At least 2 separate **Approach checks** will be required to eliminate them all.

> **Charge!** Some of the Instruments fix bayonets and charge, fighting with savage ferocity. Defeating them requires 2 separate **Approach checks** with 1 **Raise**.

WEAKNESSES

> **I'll give it back! (minor).** A spare stick of Jeremiah's dynamite will easily deal with one group of soldiers, and thus overcome one of the two Challenges with a simple throw.

> 2 - ESCAPE!

As the situation grows increasingly dire, the Witnesses are forced to flee, entrusting Jeremiah with the task of collapsing the cavern.

> *More soldiers come to the Precursor's aid. There's no other choice but to detonate a crate of dynamite into the cavern. With a determined fatalism, Jeremiah flicks his lighter and stands by the crate. "Go! I'll handle it. I'd be lying if I said it's been a pleasure. GET THE HELL OUT, NOW!"*

CHALLENGES

> **Under Fire.** The pursuing soldiers open fire. All Witnesses must make a **Reaction check**.

> **Get to Safety.** The Witnesses must reach the exit as quickly as possible to avoid getting caught in the explosion.

WEAKNESSES

> **Eagle Vision (minor).** If one of the Witnesses uses Eagle Vision, they can find a shortcut out of the caves, overcoming the ***Get to Safety*** Challenge.

> *The explosion reverberates through the air, shaking the oasis and the desert beyond. Before you can ascertain whether you've safely evaded the blast's reach, the Simulation begins to dissolve, unraveling before your very eyes.*

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SETBACKS

FLYING BULLETS (MINOR)

Bullets start flying. The Witness must make a **Reaction check** to avoid being injured.

FALLING DEBRIS (MINOR)

A piece of crumbling rock falls from the ceiling. The Witness must make a **Reaction check**.

JEREMIAH IS HIT! (MAJOR)

Jeremiah is hit by a stray bullet. Someone will have to help him detonate the charges. Whichever Witness helps him must add 1 additional **Raise** to any **Approach check** for the rest of the Sequence.

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MODERN DAY SEQUENCE: MOTHER OF WISDOM

LOCATION: Abstergo Industries Neo-Chemical and Medical Research Lab (North Harrow, London, UK)

DESCRIPTION: As the Descendants emerge from the Simulation, relief washes over them, but their respite is short-lived. A new threat awaits them outside the Animus in the form of the Instruments of the First Will. These fanatical followers are determined to seize their mistress' vessel and eliminate the PCs.

A glimmer of hope remains. Juno, though present within Regina, has yet to fully possess her. There is still a window of opportunity to free Regina from the clutches of the Precursor and prevent Juno's complete domination. The fate of both Regina and the Descendants hangs in the balance.

As you emerge from the Simulation, a cacophony of muffled voices and blaring alarms fills the lab. Your attention is immediately drawn to the shattered containment tube, fragments of glass, machinery and caustic-smelling liquid strewn across the lab floor.

Flashing red lights illuminate Regina crouched on the ground, her hands clasping her head in distress. Next to her stands a group of armed men. One of them is clearly in charge. "Eliminate the Assassins and take the Mother of Wisdom to safety."

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KEY OBJECTIVES

> 1 - DEFEAT THE INSTRUMENTS OF THE FIRST WILL

The PCs must stop a dozen, well-armed and ready-to-fight Instruments of the First Will and prevent them from escaping with Regina. With their leader aiding Regina and preparing to leave the lab, the rest of the soldiers unleash a hail of bullets. Gunfire fills the air.

CHALLENGES

> **Heavy Firepower.** The Instruments of the First Will are a formidable group of zealous individuals, armed to the teeth and unwavering in their commitment to their cause. Defeating them requires 3 separate **Approach checks** with 1 **Raise**.

> **Don't Let Them Get Away!** The Instruments leader is escaping with Regina.

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WEAKNESSES

> **Exploit the Instrument's Fanaticism (minor).** The Descendants have just experienced direct contact with Juno, and may attempt to impress the Instruments — for example, one of them might pretend to be possessed by the Precursor, creating a moment of distraction. The required checks to face them are made without the 1 Raise indicated. This triggers the Juno Manifestation Setback.

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> 2 - FREE REGINA FROM JUNO

The PCs must find a way to free Regina from Juno's yoke. Either of the Challenges below make it possible to resolve the situation.

Special. Once Regina is fully possessed by Juno, she instantly regenerates any wounds suffered and can't be injured or killed.

Regina utters a piercing scream, and a profound and unsettling transformation begins to take place. Her countenance becomes a swirling canvas of emotions, shifting rapidly from agony to seething anger, from fearful grimaces to satisfied smiles. The tumultuous battle unfolding within her threatens to eclipse the chaos reigning in the lab.

CHALLENGES

> **Restore Regina's Will.** It is possible to briefly return Regina to consciousness and control of her own actions. This requires a successful **Social** **check** with 1 **Raise**. If successful, Regina's conscience emerges, but her mind is scourged by the intrusion of the Isu's consciousness, and she begs the PCs to put an end to her suffering. If they try to kill Regina, the PCs must make 2 separate **Action** **checks** with 1 **Raise** due to Juno's opposition. If they fail, Juno will regain control, triggering the **Juno Manifestation** Setback.

> **Taunt Juno.** Juno's hold on Regina might be disrupted by provoking her and causing her to overextend her powers. Instigating a distraction or triggering a situation that challenges Juno's control may create instability in her grasp over Regina. This can be attempted with 2 separate successful **Wits** or **Social** **checks** with 2 **Raises**, but they trigger the **Juno Manifestation** Setback once for each **check** made. If the PCs overcome this Challenge, they free Regina from Juno's control.

WEAKNESSES

> **Pieces of Eden (minor).** An Apple of Eden or a Piece of Eden capable of influencing the mind would avoid any **Social** **checks** required to call for Regina or Juno's mind.

As the blaring alarms pierce the complex, their urgency underscored by the approaching wails of police sirens, the realization dawns upon you – it's time for a hasty retreat. Your duty is clear: inform your Master Assassin of the situation.

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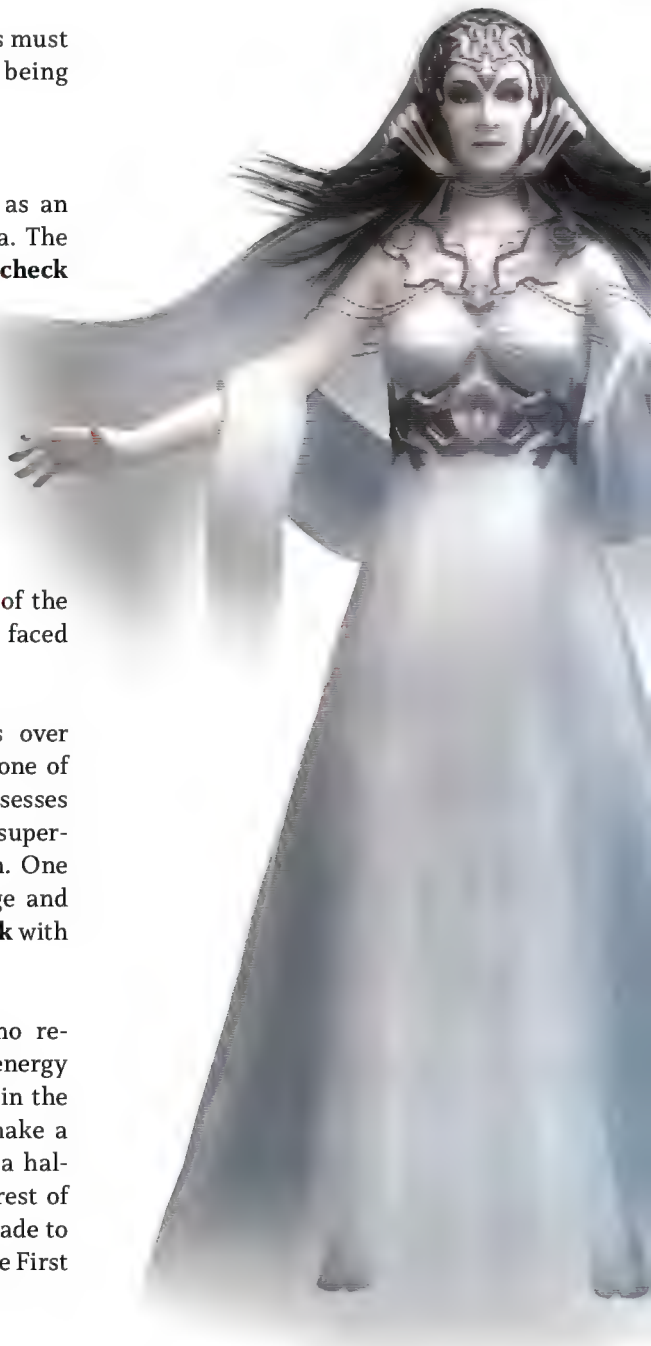
SETBACKS

FLYING BULLETS (MINOR)

Bullets start flying. The Witness must make a **Reaction check** to avoid being injured.

JUNO PORTENT (MINOR)

The smell of ozone fills the air as an energy beam surges from Regina. The Witness must make a **Reaction check** to avoid the energy bolt.



JUNO MANIFESTATION (MAJOR)

If this Setback is triggered, one of the following Challenges must be faced right away:

- **Juno's Rage.** Juno takes over Regina's body and attacks one of the PCs. While Juno possesses Regina, she attacks with supernatural speed and strength. One PC is the target of her rage and must make a **Reaction check** with 2 **Raises** to dodge or parry.

- **Mother of Wisdom.** Juno releases a wave of psychic energy that will confuse everyone in the lab. All of the PCs must make a **Wits check** to snap out of a hallucinatory dream. For the rest of the Sequence, any **check** made to defeat the Instruments of the First Will has 1 **free Raise**.

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WHAT'S NEXT?

The Descendants' mission is over, and this adventure could easily end here. However, depending on how they've handled things, and based on the Reader's plans for future sessions, several doors might be left open. Some suggestions follow.

- **Where is Anjali?** Should the Reader wish to continue this storyline, Anjali could have easily escaped and brought all the operation data to his mentor. Is the mentor the Sage Kumar? Or maybe the Templar Álvaro Gramática, a scientist intending to sequence a full Isu genome?

- **Has Juno's plan been stopped for good?** This question could have numerous answers depending on how the Descendants resolved the last Sequence. If Regina survived, who knows what effects Juno's possession might have had. Will the Instruments of the First Will still be on her trail? Someone in the Assassin Brotherhood may have a say in this regard, finding its very existence too dangerous. If Regina died, could her DNA still hold the secret to bringing Juno back to life?

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APPENDIX

FORGING HISTORY

Santiago Victoria (Order #45917772)

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CUSTOMIZING THE STORYLINES

The storylines presented in *Forging History* can be played separately, or combined into a single campaign. Moreover, they can be modified to suit the preferences of a playing group.

For example, you might want to customize what you find in this book to accommodate a specific number of players, or to change the Time Frames you wish to explore. New Time Frames can be added, to supplement or replace existing ones, paying attention to preserving the core elements of the overall narration.

▶▶ ADDING A PLAYER

If you need to add a player to one of the Storylines presented in this book, you can easily do so by integrating a new Time Frame into the plot. For instance, if a fifth player at the table chooses Ezio Auditore as their Descendant's ancestor, the Reader can seamlessly introduce one or more sequences set in the Italian Renaissance Time Frame to accommodate this choice. These additional Sequences can function as standalone missions, distinct from the main Storyline but still essential for uncovering crucial clues and advancing the characters' journey.

The modified structure could be as follows:

> CHAPTER 1 - THE LOST KEY

World War II: Visual memory of the sword pommel.

Additional Sequence (Italian Renaissance): *The Witnesses venture into the catacombs beneath a church in Rome, where they encounter the descendants of a clandestine sect known as the Shields of Mars. This secretive group once served as guardians of Rome and its legendary founder, Romulus. Intriguingly, they unveil a connection to the ongoing storyline as they reveal the history of a sword bestowed upon Romulus by the Isu Mars. This revelation sets the stage for the forthcoming Sequence set in Ancient Rome, providing a link between past and present events.*

Roman Kingdom: The sword and its origin.

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REMOVING A PLAYER

If you wish to reduce the required number of players from 4 to 3, you can do so effortlessly by eliminating one of the Time Frames. For instance, if none of the players choose an ancestor from the Roman Kingdom Time Frame, you should remove this specific Time Frame from the Storyline accordingly. By doing so, the number of clues required to discover the location of the Sword is reduced, leading to the following structure:

> CHAPTER 1 - THE LOST KEY

World War II: Visual memory of the sword pommel.

Viking Age: The sword history.

> CHAPTER 2 - SCIENCE AND HISTORY

Modern Day: Retrieve the pommel.

Industrial Revolution: The sword location.

> CHAPTER 3 - THE SWORD OF KINGS

Modern Day: Retrieve the sword.

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A LONGER CAMPAIGN

If you aim to extend a Storyline, crafting a longer campaign without increasing the number of players, you can introduce a series of supplementary Sequences, as exemplified below, resulting in the following structure:

> CHAPTER 1 - THE LOST KEY

World War II: Visual memory of the sword pommel.

Modern Day: Problems with the Animus - *As the last Simulation approaches its conclusion, the Animus experiences a malfunction, prompting Ziggy to swiftly shut down operations and evacuate the Crew. Regrettably, the malfunction necessitates repairs to the Animus before the PCs can advance to the next Time Frame. With no other feasible options, a daring heist on an Abstergo facility emerges as the only viable path forward.*

Italian Renaissance: Encounter a secret pre-Assassins cult founded by Romulus, wielder of the sword - (See ***Adding a Player***, with the difference that all the PCs are going in the Simulation as Echoes, loading Ezio Auditore's DNA in the Animus without an Ancestor as a conduit).

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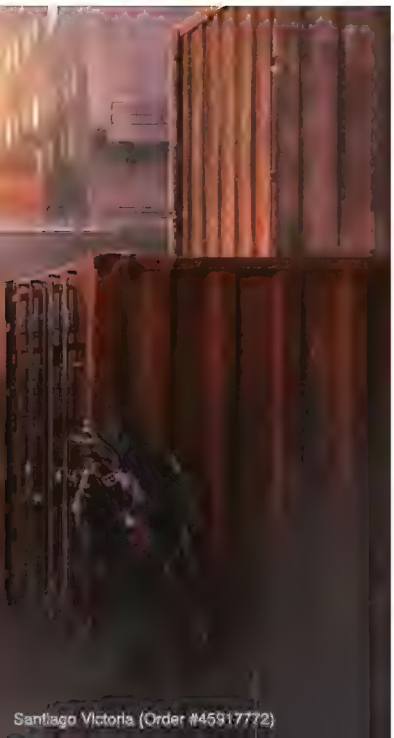
> CHAPTER 2 - SCIENCE AND HISTORY

MODERN DAY: Retrieve the pommel.

MODERN DAY: The PCs need a new DNA source – *one of the clues to continue the search for the Shard of Eden is concealed within Master Assassin Arno Dorian's past. Since none of the Crew members are direct Ancestors of the French Master Assassin, the PCs must embark on a quest to obtain Arno's DNA. Perhaps in another bureau of the Brotherhood, the PCs can find an Ancestor of the French Assassin.*

FRENCH REVOLUTION: The pommel trail – *with a source of Arno's DNA found, the PCs can continue their journey and relive the French Revolution as Echoes. Hidden in the memories of the Master Assassin is the discovery of a Templar library, which holds part of the history of Eivor Varinsdottir and the sieges of Paris. Reports suggest that the shieldmaiden was seen carrying an object closely resembling the pommel they seek.*

VIKING AGE: The sword history.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> CHAPTER 3 - THE SWORD OF KINGS

ROMAN KINGDOM: The sword and its origin.

INDUSTRIAL REVOLUTION: The sword location.

MODERN DAY: Retrieve the sword.

PIECES OF EDEN

▶▶ SWORD OF MARS

KNOWN OWNERS: Romulus, Arthur Pendragon, Eivor Varinsdottir, Niamh of Argyll

CURRENT STATUS: Hidden by the Women of the Mist

The Sword of Mars was one of the Swords of Eden, created by the Isu scientist Hephaestus to use in the fight during the War of Unification.

Later, the Isu Mars bestowed this powerful Piece of Eden upon the twins Romulus and Remus. With this sword, Mars aimed to counter the baleful actions of the Isu Juno, laying the foundation for a realm where humans could be free.

When the sword arrived in the lands of Albion, it took the name Excalibur (or Caladfwlch in Welsh). Initially held at Avalon by a Celtic clan called the Women of the Mist, the sword served as a sacred relic and played a crucial role in determining the Lady of Avalon. By the 5th or 6th century, the sword became lodged in a stone and was later pulled out by Arthur Pendragon, who used it to lead Britain against the Anglo-Saxons. After Arthur's betrayal and death, Excalibur, considered one of the thirteen Treasures of Britain, was hidden in an Isu vault beneath Myrddin's Cave.

In the late-9th century, the Viking shieldmaiden Eivor Varinsdottir claimed Excalibur, but different factions, including the Women of the Mist, the Order of the Ancients, and the Descendants of the Round Table, sought to obtain the sword. The sword had become more than a mere weapon; it symbolized control and authority over all of England under one king.

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The Women of the Mist entrusted Niamh of Argyll to recover Excalibur and with the help of the Hidden Ones, represented by Hytham and Marcella she successfully safeguarded Excalibur and sought refuge at Valka's. Tensions arose as the Descendants attempted to seize the sword, but Niamh, Valka, and Hytham thwarted their efforts.

Collaborating on a strategic plan, the trio deceived the Descendants with a replica sword, ensuring the safe return of the real Excalibur to Avalon. Niamh presented Excalibur to the Women of the Mist, confirming her destiny as the chosen Lady of Avalon. A few years later, however, the danger posed by the Descendants of the Round Table recurred, and Eivor and Niamh fought together to prevent the sword from falling into the wrong hands.

While wielding the sword, you have 1 **Free Raises** on every **Action** **check** made to fight your enemies, and you can use 2 **Raises** to blind one of your opponents for the rest of the Sequence. Additionally, you gain the ability to inspire fear or awe in those around you, and hurl bolts of energy.

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▸▸ RINGS OF SETH

In his wisdom, Seth entrusted these artifacts to individuals driven by an unwavering need to defend what they hold dear. The rings became a means to find champions worthy of fighting evil without being corrupted by it, a covenant to safeguard the realms of light from the encroaching shadows. These artifacts grant their wearers superhuman feats and the ability to weave a dense network of illusions, transforming the owners' appearance into inhuman and terrifying monsters. The wearer, possessing god-like abilities, is both a custodian of power and a conduit of the ancient Isu's will.

> RING OF BLOOD

Known Owners: Vlad III

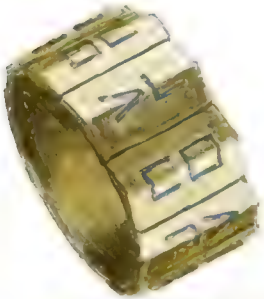
Current Status: In Dr Zixuan Long's possession

When you embrace the power of this Ring, you gain supernatural abilities and the illusory appearance of a vampire. While using the Ring, you can influence the minds of people around you. Additionally, once per Sequence, you can drink human blood to recover from **Snags** as if you were in a Hideout. Finally, whenever you make an **Action** **check**, you can consider up to 2 **Social** results as 1 additional **match** each.

> RING OF SAND

Known Owners: Unknown

Current Status: Hidden inside a sarcophagus in the British Museum



When you embrace the power of this Ring, you gain supernatural abilities and the illusory appearance of an undead mummy. While using the Ring, you can cast visual illusions. Additionally, you can instill fear and horror in the minds of people around you. Finally, you move as swift as the sands of the desert and, whenever you make an **Action** **check**, you can consider up to 1 **Stealth** result as 1 additional **match**.

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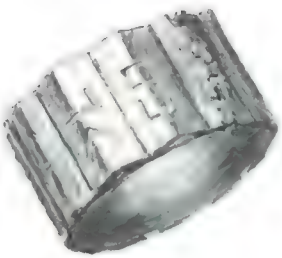
> RING OF MOON

Known Owners: Unknown

Current Status: In Dr Zixuan Long's possession



When you embrace the power of this Ring, you gain supernatural abilities and the illusory appearance of a werewolf. While using the Ring, you can benefit from an augmented perception that allows you to easily spot allies, enemies, objectives, sources of interest, and targets within a short range . Additionally, when you make a **Reaction check**, you can reroll up to 2 **Abstergo** results. Finally, you have 1 **Free Raise** on every **Action check** you make while fighting your enemies or freerunning.

▸▸ SHARD OF EDEN

Known Owners: Unknown

Current Status: Unknown

> *The Shards of Eden are mysterious remains of Isu technology, echoing the incredible power of the original Pieces of Eden they were once part of. These fragments are artifacts nonetheless, since they still retain a fraction of the power and qualities that once passed through them.*

The Shards of Eden are leftover fragments of Isu technology that retain some of the power of the Pieces of Eden. A Shard possesses a single power from any Piece of Eden at the Reader's choice.

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TIME FRAMES

In this section are presented Witnesses and a few historical hooks to help you expand your adventures. When you find this symbol , the historical event presented has already inspired canonical events in the Assassin's Creed© universe.

ROMAN KINGDOM

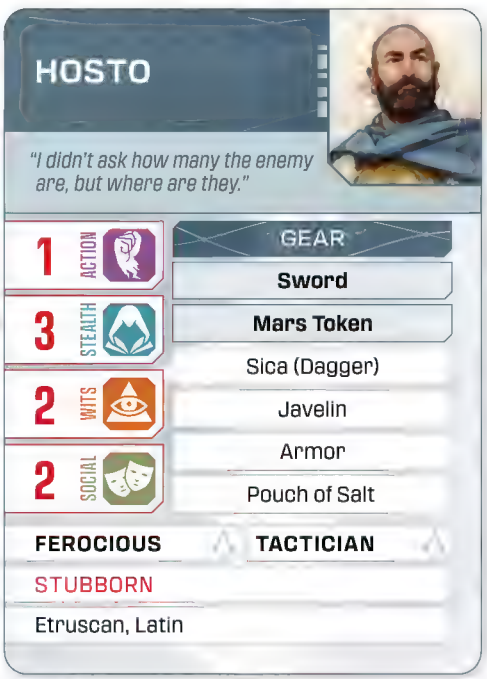
NOTE: *You can find the other cards from this Time Frame at page 200 of the Animus Handbook or on the Assassin's Creed® RPG App.*

> HISTORICAL HOOKS

> **The Assassination of Amulius.** Romulus infiltrated King Amulius' residence to free his twin brother Remus from imprisonment and assassinate Amulius.

> **The Conquest of Fidenae.** The Roman army embarked on the conquest of the neighboring city of Fidenae, a key step in the expansion of early Rome.

> **The Trial of Romulus.** King Romulus was accused of tyranny and despotism as discontent simmered among Rome's citizens.



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ANCIENT GREECE

NOTE: *You can find the other cards from this Time Frame at page 201 of the Animus Handbook or on the Assassin's Creed® RPG App.*

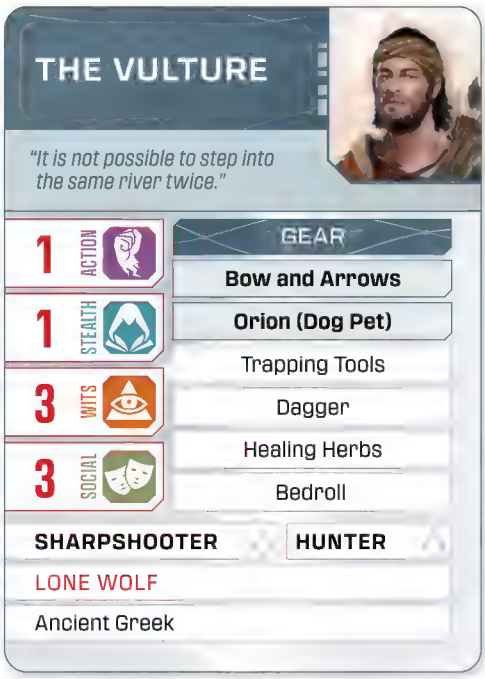
> HISTORICAL HOOKS

> **The Olympic Games of 428 BCE.** During the Olympic Games of 428 BCE in Elis, the Spartan contenders could not compete. A group of unknown athletes stepped in, bringing the Olympic wreath home for Sparta.

> **The Peace of Nicias.** In 421 BCE the chaos of the Peloponnesian War reached a moment of relative calm when the two cities negotiated the Peace of Nicias.

> **The Trial of Socrates.** Socrates was accused of corrupting the youth of Athens and impiety against the city's pantheon.

> **Deadly Plague.** In 430 BC, Athens was struck by a devastating plague. The outbreak wreaked havoc in the densely populated city and ultimately played a crucial role in its eventual downfall.



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VIKING AGE

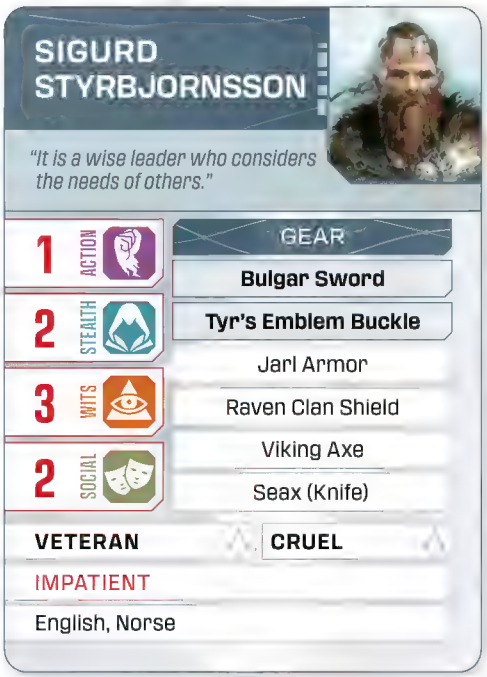
NOTE: *You can find the other cards from this Time Frame at page 203 of the Animus Handbook or on the Assassin's Creed® RPG App.*

> HISTORICAL HOOKS

> **The Siege of Paris.** The siege of Paris in 885–886 marked a significant chapter in Viking raids along the Seine in the Kingdom of the West Franks. This pivotal event lasted over a year and was characterized by intense warfare, including siege tactics and attempts to breach the city's defenses.

> **The Battle of Chippenham.** The Battle of Chippenham occurred in the Kingdom of Wessex in the late 9th century. It was a pivotal conflict between the Anglo-Saxon forces led by King Alfred the Great and the Viking invaders.

> **Viking Settlement in Iceland.** The settlement of Iceland by Norse settlers began around 874, led by figures such as Ingólfr Arnarson. This marked the beginning of organized Norse colonization of the island.



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WORLD WAR II

NOTE: *You can find the other cards from this Time Frame at page 202 of the Animus Handbook or on the Assassin's Creed® RPG App.*

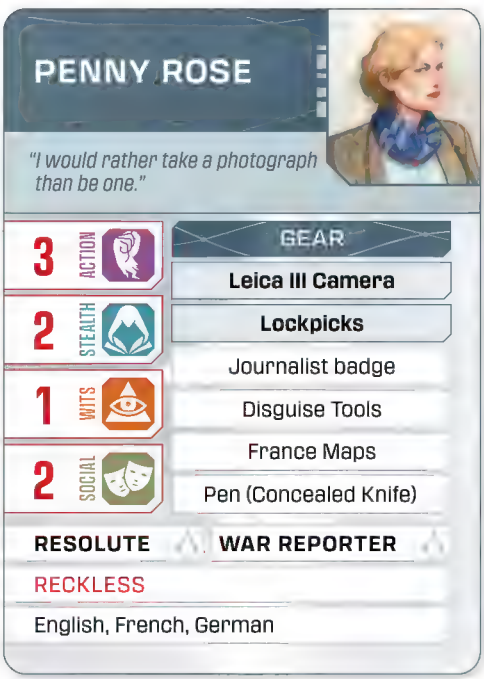
> HISTORICAL HOOKS

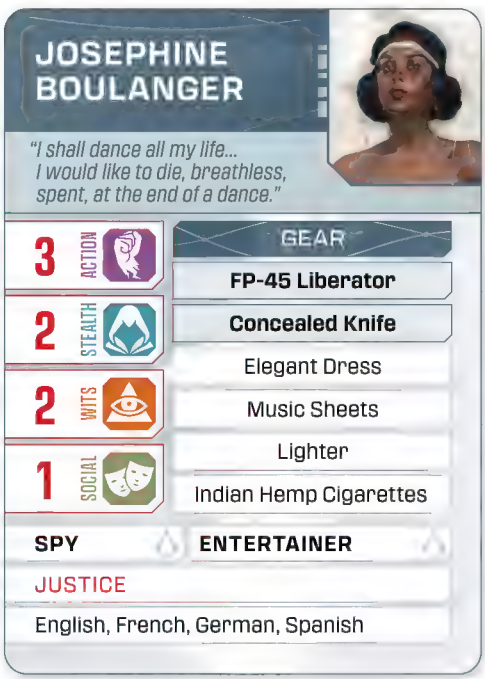
> **Operation Sealion.** As part of Operation Sealion, a planned invasion of Britain, Nazi agents scoured Europe for artifacts associated with the Grail, hoping to harness its supposed supernatural abilities.

> **The Quest for the Spear of Destiny.** The Spear was believed to be held in Vienna's Hofburg Museum, and it was reportedly seized by Hitler's forces when they annexed Austria in1938.

> **The Theft of the Amber Room.** The room was located in the Catherine Palace near St. Petersburg, Russia, and during the German invasion of the Soviet Union in World War II, the Nazis looted the Amber Room and transported it to Königsberg.

> **Reinhard Heydrich's Death.** In 1942, Jan Kubiš and Jozef Gabčík headed a team on a mission to assassinate "the man with the iron heart", a high-ranking German SS, that led to his death in a Prague's hospital bed.





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PTOLEMAIC EGYPT

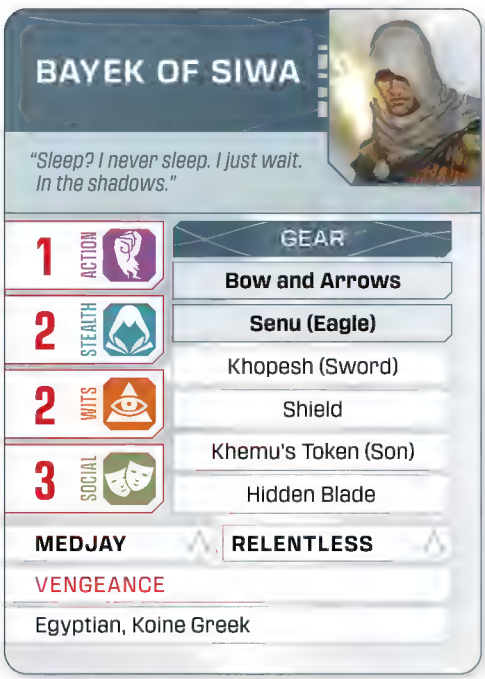
HISTORICAL HOOKS

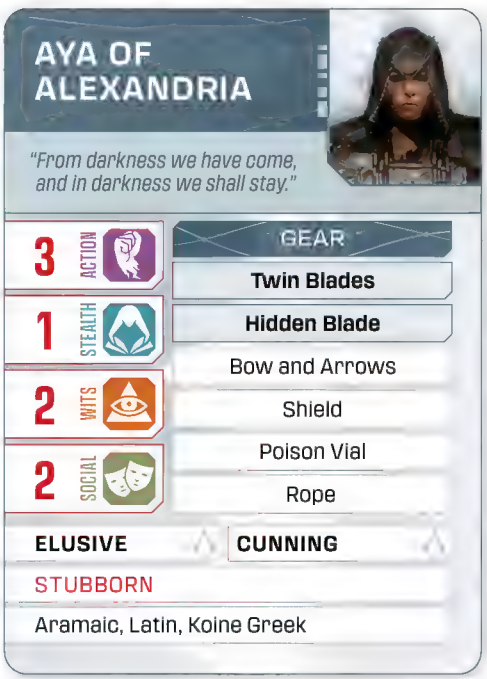
- **Cleopatra and Caesar.** In 48 BCE, amidst the turmoil of a power struggle, an alliance between Cleopatra and Julius Caesar would be formed in Alexandria, built on mutual political need.

- **The Battle of the Nile.** Caesar's forces secured a decisive victory at the Battle of the Nile. Supported by the forces of Mithridates of Pergamum, Caesar's legions triumphed over the larger army of Ptolemy XIII, who died on his capsized ship while fleeing.

- **The Assassination of Julius Caesar.** During the civil war, most of Caesar's opposition was eliminated, leading to him becoming a dictator and assuming sole control over Rome. Brutus and Cassius began recruiting senators and other allies to plot his assassination of him, which later came on the Ides of March in 44 BCE.

- **The Battle of Actium. In 31 BCE,** Octavian declared war on Antony and Cleopatra. Their naval forces met at Actium, where the forces of Marcus Vipsanius Agrippa defeated the navy of Cleopatra and Antony.





Santiago Victoria (Order #45917772)

APOLLODORUS THE SICILIAN

"It's just a flesh wound."

		GEAR
2	ACTION	**Spear**
2	STEALTH	**Pharao's Permit**
2	WITS	Dagger
2	SOCIAL	Secret Information Papyrus
		Sleeping Darts
		Bathhouse Towel

CONNECTED | **SCHEMER**

OVERTHINKER

Latin, Egyptian, Koine Greek

PHOXIDAS

"Ah, the gods have such a sense of humor!"

		GEAR
2	ACTION	**Dagger**
2	STEALTH	**Bow and Arrows**
1	WITS	Nauarchos Robes
3	SOCIAL	Drachmae Pouch
		Javelin
		Trireme Ship

STOIC | **VETERAN**

UNAPOLOGETIC

Koine Greek

KENSA

"Wealth, luxury, fame! What more could a woman want?"

		GEAR
1	ACTION	**Spear**
2	STEALTH	**Dagger**
3	WITS	Scroll Bag
2	SOCIAL	Shield
		War Paints
		Mo (Hyena Pet)

PIT FIGHTER | **HUNTRESS**

VENGEANCE

Egyptian, Koine Greek, Nubian

THE PHYLAX

"You had your chance to kill me, you won't get another."

		GEAR
1	ACTION	**Sword**
3	STEALTH	**Poisonous Darts**
1	WITS	Javelin
3	SOCIAL	Shield
		Bow and Arrows
		Meri Heka (Camel)

SWIFT | **COMBATANT**

JUSTICE

Egyptian, Koine Greek

Santiago V ctor a (Order #45917772)

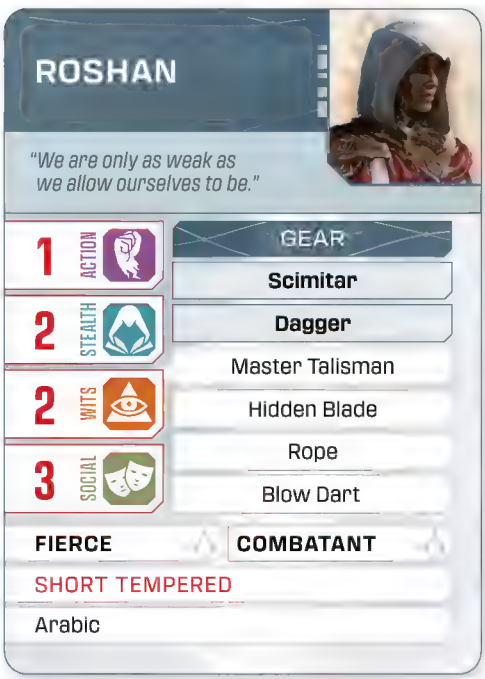
GOLDEN AGE OF BAGHDAD

HISTORICAL HOOKS

- **Escape.** Fuladh, Basim, and a few Hidden Ones' allies infiltrated Damascus Gate Prison and freed Ali ibn Muhammad, leader of the Zanj Rebellion, before the guard quarters to recover a book containing information on the Ancient's activities in Baghdad.

- **Assassination of Caliph al-Muntasir.** The sudden illness and mysterious death of Caliph al-Muntasir in 862 - after just one year of reign - raised suspicions of foul play orchestrated by agents loyal to Ahmad ibn al-Khasib, the ambitious vizier, to clear the path for Ahmad al-Musta' in's ascension.

- **The Banu Musa Brothers.** In Baghdad's House of Wisdom, Muḥammad, Aḥmad, and al-Ḥasan ibn Musa ibn Shakir were Persian scholars. They contributed substantially to mathematics, astronomy, and engineering, mainly through influential works such as the "Book of Ingenious Devices." This book detailed mechanical inventions and automata, integrating Greek, Persian, and Indian knowledge and setting the crucial groundwork for future scientific progress.



Santiago Victoria (Order #45917772)

ALI IBN MUHAMMAD

"I know how to defend myself."

		GEAR
2	ACTION	**Scimitar**
3	STEALTH	**Leather Armor**
2	WITS	Coin Pouch
1	SOCIAL	Rebellion Manifesto
		Antidote
		Horse

CUNNING | **LEADER**

AMBITIOUS

Arabic

REBEKAH

"Let's just say my parents would not be out of place at an event like the Grand Auction."

		GEAR
2	ACTION	**Blacksmith Tools**
2	STEALTH	**Battle Hammer**
2	WITS	Torch
2	SOCIAL	Khanjar (Dagger)
		Smoke Bomb
		Merchants Token

RESOLUTE | **BLACKSMITH**

IDEALIST

Arabic

FULADH AL HAAMI

"We are messengers of justice, not the final judges."

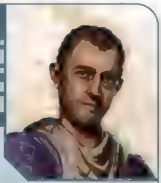
		GEAR
3	ACTION	**Bird of Prey**
2	STEALTH	**Hidden Blade**
1	WITS	Map of Baghdad
2	SOCIAL	Persian Clothes
		Trap
		Throwing Knives

WISE | **HUNTER**

OLD WOUNDS

Arabic, Persian

ABU JAFAR MUHAMMAD



"I am your man to enhance any tool."

		GEAR
3	ACTION	**Lockpicks**
3	STEALTH	**Smoke Bomb**
1	WITS	Trap
1	SOCIAL	Repairing Tools
		Noisemaker
		Scholars Token

CUNNING | **INVENTOR**

OVERTHINKER

Arabic

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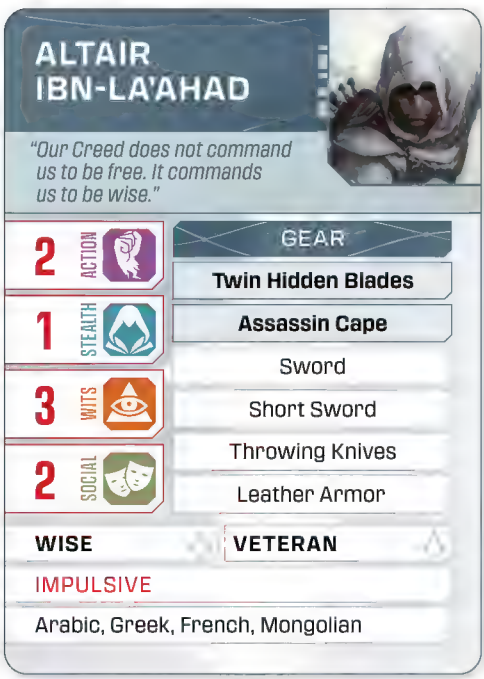
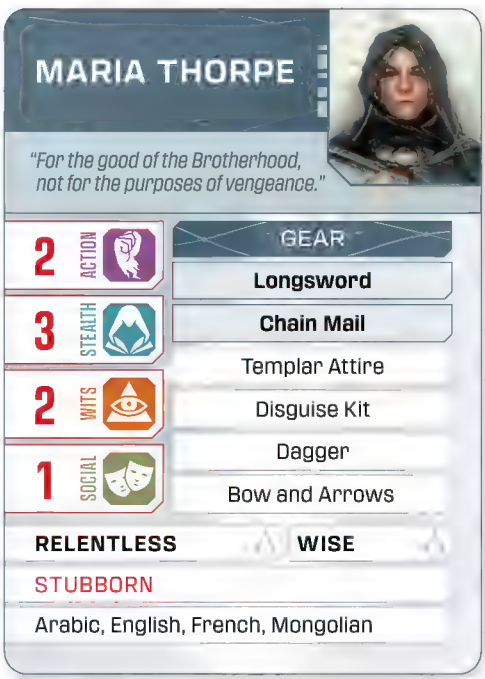
HISTORICAL HOOKS

- **The Siege of Acre.** In 1189, as the Crusader forces from Europe were yet to arrive, the Kingdom of Jerusalem sought to seize the city of Acre with support from the Knights Templar and the Knights Hospitaller. Sultan Saladin attempted to relieve Acre but became ensnared in a protracted stalemate against the besiegers.

- **The Assassination of Robert de Sable.** Robert IV de Sablé, a powerful leader during the Third Crusade, was the eleventh Grand Master of the Knights Templar. When he was made Grand Master, he had been a Templar knight for less than a year, and died shortly after in 1193, on Holy Land soil.

- **The Death of Genghis Khan.** After suffering a severe injury between 1226 and 1227, Genghis Khan became increasingly ill. Despite his sons and commanders urging him to end the conquest campaign and being outraged by the taunting of Xia's leading commander, Genghis insisted on continuing. He died shortly after in August 1227.





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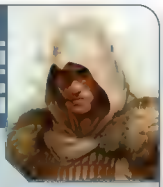
DARIM IBN-LA'AHAD



"All that is good in me, began with my father."

		GEAR
1	ACTION	Hidden Blades
2	STEALTH	Crossbow
3	WITS	Sword
2	SOCIAL	Short Sword
		Throwing Knives
		Leather Armor

RESOLUTE | **COMBATANT**

IMPULSIVE

Arabic, Greek, Mongolian

MALIK AL-SAYF

"As we share the glory of our victories, so too should we share the pain of our defeat."

		GEAR
3	ACTION	Smoke Bombs
2	STEALTH	Dagger
1	WITS	Hidden Blade
2	SOCIAL	Waterskin
		Master Assassin Robes
		Quarterstaff

WISE | **STURDY**

OLD WOUNDS

Arabic, Greek

SNIPS

"Nothing is true, everything is permitted."

		GEAR
2	ACTION	Crossbow
2	STEALTH	Khanjars (Dagger)
2	WITS	Sabre (Sword)
2	SOCIAL	Throwing Knives
		Acolyte Attire
		Brotherhood Token

SELFLESS | **SHARPSHOOTER**

IDEALIST

Arabic, French

THE ALMASTY

"We cannot hope to fight them, but we can still sabotage their efforts."

		GEAR
2	ACTION	Bow and Arrows
1	STEALTH	Fur Armor
2	WITS	Almasty Mask
3	SOCIAL	Sword
		Dagger
		Batu (Horse)

ELUSIVE | **SABOTEUR**

VENGEANCE

Arabic, Mongolian

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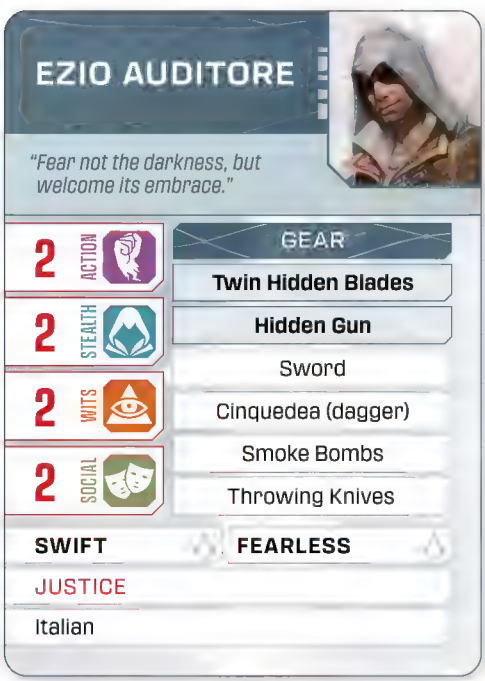
ITALIAN RENAISSANCE

> HISTORICAL HOOKS

> **The Assassination of Marco Barbarigo.** After the death of Doge Giovanni Mocenigo and his assassin Carlo Grimaldi, Marco Barbarigo was appointed Doge in 1485. After a short period of government the Doge passed away on 14 August 1486 in ambiguous circumstances.

> **The Pazzi Conspiracy.** The "Congiura dei Pazzi" was an unsuccessful scheme orchestrated by members of the Pazzi family and their allies to overthrow the ruling Medici family in Florence. In 1478, an assassination attempt was made on Lorenzo de' Medici and his brother Giuliano. While Lorenzo suffered injuries but survived, Giuliano tragically lost his life in the attack.

> **The Rescue of Caterina Sforza.** Cesare Borgia captured Caterina Sforza and took her to Rome, where she was held captive in the Belvedere Palace. After an attempted escape, she was then imprisoned at Castel Sant'Angelo. To justify her imprisonment, Pope Alexander VI accused her of trying to kill him with letters impregnated with poison.



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LA VOLPE

"It is my business to know everything in this city."

		GEAR
3	ACTION	Butcher's Knife
1	STEALTH	Crossbow
2	WITS	Sword
2	SOCIAL	Lockpicks
		Rope
		Throwing Knives

ELUSIVE | **CONNECTED**

MISTRUSTFUL

Italian

BARTOLOMEO D'ALVIANO

"Nobility comes from fighting beside your soldiers."

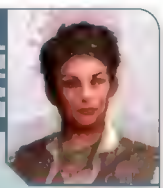
		GEAR
1	ACTION	Bianca (Great Sword)
3	STEALTH	Armor
2	WITS	Cinquedea (dagger)
2	SOCIAL	Mercenary Contract
		Axe
		Wine Bottle

AGGRESSIVE | **STRONG**

HONOR

Greek, Italian, Latin

ROSA



"I hope you catch the plague, you bastard!"

		GEAR
3	ACTION	Sultan's Knife
2	STEALTH	Lockpicks
2	WITS	Throwing Knives
1	SOCIAL	Smoke Bombs
		Hidden Blade
		Disguise Kit

TOUGH | **AGILE**

BRASH

Italian

PESTE

"In sufficiently high doses, what serves as a cure can also become a lethal force."

		GEAR
2	ACTION	Plague Doctor Attire
2	STEALTH	Syringe
1	WITS	Poison Vials
3	SOCIAL	Cane-sword
		Caduceus Symbol
		Healing Drugs

FOCUSED | **PHYSICIAN**

OLD WOUNDS

French, Greek, Italian, Latin

Santiago V ctor a (Order #45917772)

MING DYNASTY

> HISTORICAL HOOKS

> **Nine Dragon Wall.** This magnificent and ornate wall is located within the Forbidden City complex. Legend has it that the wall - built at the Emperor's express request - was imbued with magical properties and that the nine dragons depicted on the stone would come to life and protect the Forbidden City in times of danger.

> **The Prince of Ning's Rebellion.** In 1519, Zhu Chenhao sparked a rebellion, disputing the legitimacy of the Zhengde Emperor's rule and marching towards Nanjing. Zhu's forces were defeated after just a 42-day rebellion due to the strategic foresight of his enemies.

> **Slavery.** Daily-use encyclopedias such as the Wanbao quanshu, which targeted the lower classes, contained practical information, including sample contracts, for selling relatives to outsiders. Although officially illegal, the trafficking of children, the sale of wives and daughters into domestic bondage, and the recruitment of women for the imperial household as wet nurses and entertainers were not uncommon.

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FENGHUANG

"Revenge is never a straight line."

		GEAR
2	ACTION	**Mountain Pattern Armor**
3	STEALTH	**Dao (Sword)**
1	WITS	Huǒ Qiāng (Gunpowder Lance)
2	SOCIAL	Writing Tools
		Baijiu (Liquor)
		Nongxiang (Horse)

CUNNING | **VETERAN**

VENGEANCE

Chinese

THE CROUCHING TIGER

"Real sharpness comes without sweat."

		GEAR
1	ACTION	**Dao (Sword)**
3	STEALTH	**Hair Clip**
2	WITS	Fan
2	SOCIAL	Grappling Hook
		Caltrops
		Firecrackers

WISE | **SWORDMASTER**

HONOR

Chinese, Japanese, Portuguese

WOKOU HUNTER

"Freedom is the only condition for happiness."

		GEAR
2	ACTION	**Monk's Spade (Polearm)**
2	STEALTH	**Prayer Beads**
3	WITS	Quarterstaff
1	SOCIAL	Bow and Arrows
		Scrolls
		Twin Swords

WUSHU MARTIAL ART | **FOCUSED**

IDEALIST

Chinese, Japanese

THE SUNLIGHT SWORD

"A blade shall claim my final breath. My own, or my foe's."

		GEAR
1	ACTION	**Family Sword**
3	STEALTH	**Yumi Bow and Arrows**
2	WITS	Samurai Armor
2	SOCIAL	Folding Fan
		Wakizashi (Short Sword)
		Bamboo Canteen

SAMURAI | **RESILIENT**

REDEMPTION

Chinese, Japanese

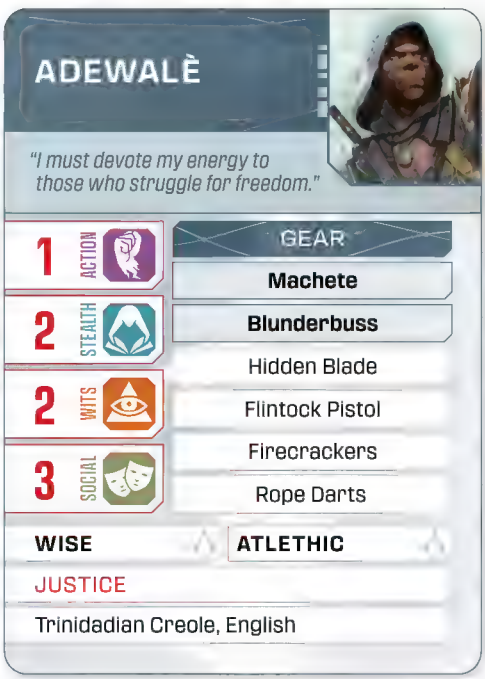
Santiago V ctor a (Order #45917772)

HISTORICAL HOOKS

- **The Siege of Charles Town.** In 1718, the Spanish forces attempted to capture the British settlement in South Carolina but were repelled by the well-defended colonists after a prolonged siege.

- **The Lost Treasure.** The Spanish galleon Nuestra Señora de Atocha, sank off the coast of Florida in1622. This ship was part of the Spanish treasure fleet and was loaded with gold, silver, jewels, and other valuable cargo destined for Spain. The Atocha's treasure sparked centuries of treasure hunting and salvaging efforts.

- **The Treaty of Cudjoe's Town.** Signed in 1739, the treaty marked a crucial agreement between the Maroons, led by Cudjoe, and British authorities in Jamaica. Cudjoe's leadership and strategic negotiation secured land and autonomy for the Maroons, setting a precedent for diplomatic engagement between colonial powers and marginalized communities.



Santiago V ctor a (Order #45917772)

DAKODONOU

"Rise! So I can kill you again."

2 ACTION	GEAR
2 STEALTH	**Soul Breaker (Axe)**
1 WITS	**Dirk**
3 SOCIAL	Hooks
	War Paint
	Voodoo Paraphernalia
	Bottle of Rum

CONNECTED **RUTHLESS**

SUPERSTITIOUS

Haitian Creole, English, French

MARY READ

"We follow a creed, aye. But it does not command us to act or submit - only to be wise."

3 ACTION	GEAR
1 STEALTH	**Dual Hidden Blades**
2 WITS	**Disguise Kit**
2 SOCIAL	Pistol
	Cutlass
	Smoke Bombs
	Lockpicks

CHARMING **CUNNING**

IDEALIST

English, Spanish

AH TABAI

"Our goal must be to scatter our operations. To live and work among the people we protect."

2 ACTION	GEAR
1 STEALTH	**Dual Hidden Blades**
2 WITS	**Blowpipe**
3 SOCIAL	Throwing Knives
	Metal Shoulderplate
	Poison Darts
	Spear

RESOLUTE **VETERAN**

IRASCIBLE

English, Mayan, Spanish

JACKIE MAGPIE

"If you had fought like a man, then you need not have been killed like a rat."

2 ACTION	GEAR
2 STEALTH	**Twin Guns**
3 WITS	**Tattoo Tools**
1 SOCIAL	Cosmetic Box
	Concealed Knife
	Bottle of Rum
	Gunpowder

FEARLESS **PIRATE**

IMPATIENT

English, French, Spanish

Santiago V ctor a (Order #45917772)

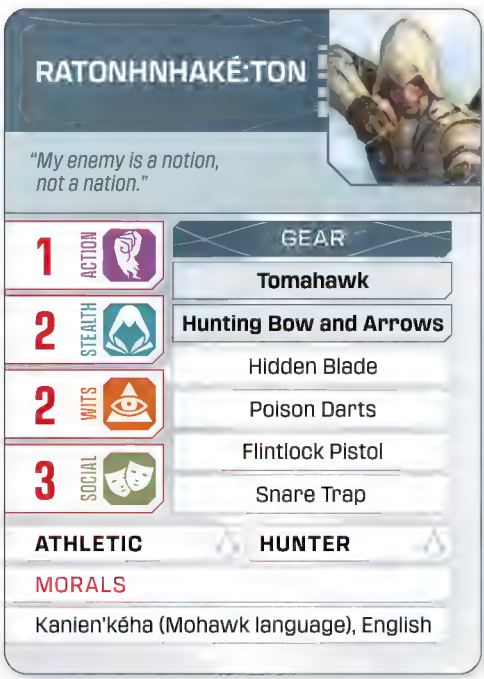
AMERICAN REVOLUTIONARY WAR

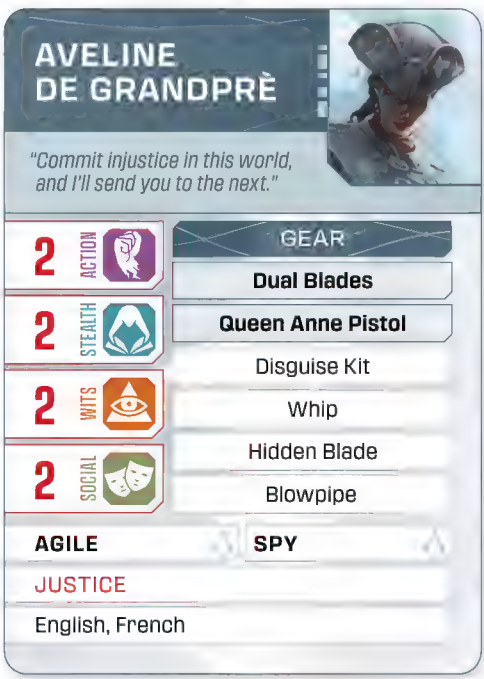
HISTORICAL HOOKS

- **The Boston Tea Party.** In 1773, tensions between American colonists and the British government's imposition of taxes reached a boiling point when three ships arrived in Boston's harbor carrying chests of tea. On the night of December 16, protesters boarded the ships and proceeded to dump over three hundred chests of tea into the harbor's waters.

- **The Battle of Bunker Hill.** On June 17, 1775, the American militia led by Colonel William Prescott defended Breed's Hill near Boston against the British troops under General Thomas Gage. Despite running low on ammunition, the Americans repulsed two British assaults before being forced to retreat.

- **Tignon Law.** In 1768, a group of free women of color refused to comply with the enforcement of the Tignon laws, which mandated that women of African descent wear headscarves as a symbol of their enslaved status. Their refusal led to heavy protests and demonstrations in New Orleans.





Santiago V ctor a (Order #45917772)

CALAMITY MILY

"You are so easy to track."

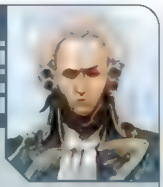
2 ACTION	GEAR
1 STEALTH	**Ringed Musket**
2 WITS	**Sheath Knife**
3 SOCIAL	Axe
	Mapping Tools
	Short Hook
	Wilderness Attire

RUTHLESS | **PIONEER**

VENGEANCE

English, French

GILBERT DU MOTIER



"The trials we suffered getting here were strange and many."

2 ACTION	GEAR
3 STEALTH	**Hanger Sword**
2 WITS	**Flintlock Pistol**
1 SOCIAL	Major General Uniform
	Spyglass
	Golden Pocket Clock
	Shaving Tools

ARISTOCRAT | **RESOLUTE**

IDEALIST

English, French

THE SASQUATCH

"Ideologies, like wolves, stay outside my cavern."

2 ACTION	GEAR
2 STEALTH	**Brown Bess Musket**
1 WITS	**Camouflage Clothes**
3 SOCIAL	Machete
	Bait
	Snare Trap
	Healing Herbs

WISE | **SURVIVOR**

LONE WOLF

Kanien'kéha (Mohawk language), English, French

ALSOOMSE

"Your spirit is weak!"

1 ACTION	GEAR
1 STEALTH	**Tomahawk**
3 WITS	**War Paint**
3 SOCIAL	Ritual Knife
	Hidden Blade
	Calumet
	Poisonous Herbs

FEARLESS | **WARRIOR**

REDEMPTION

Kanien'kéha (Mohawk language), English

Santiago V ctor a (Order #45917772)

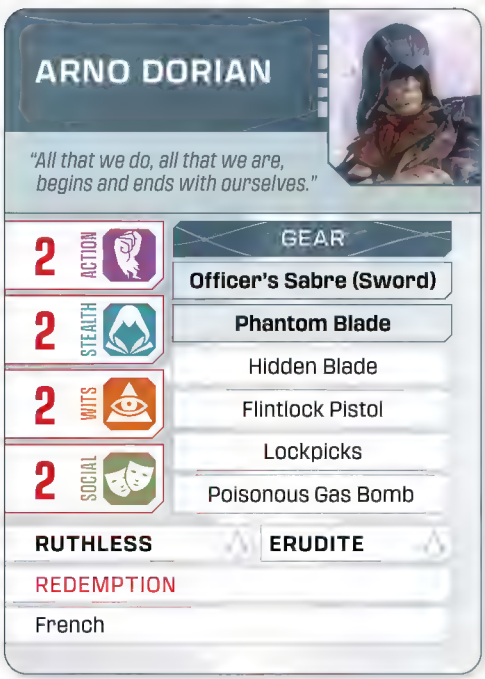
FRENCH REVOLUTION

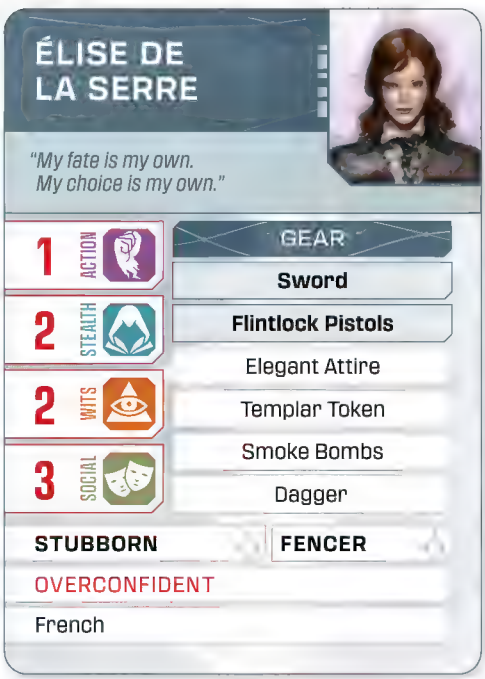
> HISTORICAL HOOKS

> **The Storming of the Bastille.** During the Storming of the Bastille on July 14, 1789, a pivotal event in the French Revolution, seven prisoners were released from the infamous prison, which symbolized royal authority and oppression.

> **Jean-Paul Marat murder.** Jean-Paul Marat, a prominent figure in the French Revolution, was murdered on July 13, 1793, by Charlotte Corday, a Girondin sympathizer.

> **The Fall of Robespierre.** On July 27, 1794, the National Convention accused Maximilien Robespierre and several of his supporters, including Louis Antoine de Saint-Just, of crimes against the state.





Santiago V ctor a (Order #45917772)

HERVÉ QUEMAR

"Count yourself lucky this is the extent of your punishment."

3 ACTION	GEAR
2 STEALTH	**Ritual Sword**
1 WITS	**Leather Armor**
2 SOCIAL	Hidden Blade
	Aconite (Drug)
	Revolutionary Documents
	List of Allies

CUNNING | **VETERAN**

OLD WOUNDS

French

SOPHIE TRENET

"If we danced about on a simple scale, you'd be right. But the truth is more complicated."

2 ACTION	GEAR
3 STEALTH	**Percussion Musket**
1 WITS	**Hidden Blade**
2 SOCIAL	Cane-sword
	Marengo Pistol
	Poison Vials
	Revolution Pamphlets

WISE | **INTELLECTUAL**

JUSTICE

Arabic, French

THÉROIGNE DE MÉRICOURT

"We speak for the hungry! We speak for the shivering!"

3 ACTION	GEAR
1 STEALTH	**Truncheon**
3 WITS	**Pocket Pistol (Concealed)**
1 SOCIAL	Poison-infused Perfume
	Slingshot
	Food Supplies
	Revolutionary Pamphlets

FERVENT | **ENTERTAINER**

MISTRUSTFUL

French

MOUSQUETAIRE NOIR

"The merit of all things lies in their difficulty."

1 ACTION	GEAR
3 STEALTH	**Rapier**
2 WITS	**Black Cloak**
2 SOCIAL	Dagger
	Powder Horn
	Musket
	Whistle

BOLD | **MUSKETEER**

CARELESS

French, Italian

Santiago V ctor a (Order #45917772)

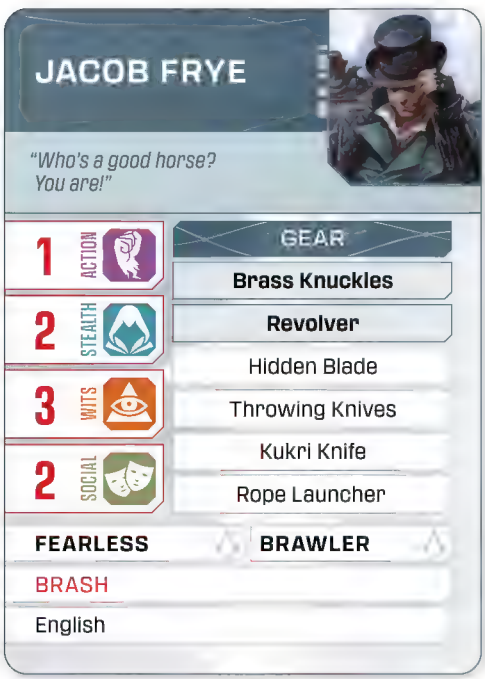
HISTORICAL HOOKS

- **The Regent's Canal Disaster.** In July 1874, a barge carrying a large quantity of gunpowder exploded on the Regent's Canal in Maida Vale. The explosion caused extensive damage to nearby buildings and resulted in several fatalities and injuries.

- **Napoleon of crime.** In 1876, Thomas Gainsborough's portrait of Georgiana Cavendish, Duchess of Devonshire, disappeared from the Thomas Agnew & Sons gallery in London. Suspicions arose regarding Adam Worth's involvement, the "Napoleon of crime."

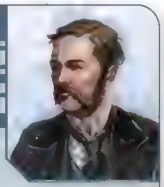
- **Elementary.** In 1887, Arthur Conan Doyle's first detective novel, "A Study in Scarlet," debuted in Beeton's Christmas Annual by Ward Lock & Co. in London. This introduced readers to the London consulting detective Sherlock Holmes and his friend and chronicler Dr. Watson.

- **Jack the Ripper.** Jack the Ripper, a serial killer and an enigmatic figure shrouded in mystery, terrorized the impoverished Whitechapel district of London, England, in 1888.



Santiago V ctor a (Order #45917772)

FREDERICK ABBERLINE



"That's confidential."

		GEAR
2	ACTION	**Bowler Hat**
2	STEALTH	**Truncheon**
2	WITS	Disguise Kit
2	SOCIAL	Officer's Badge
		Revolver
		Notepad

RESPECTED | **DETECTIVE**

OLD WOUNDS

English

BRAM STOKER

"There is a reason why all things are as they are."

		GEAR
3	ACTION	**Revolver**
3	STEALTH	**Walking Cane**
1	WITS	Smoking Pipe
1	SOCIAL	Mysterious Documents
		Pen and Inkwell
		Manuscript

CUNNING | **ARTIST**

IMPATIENT

English

DOCTOR VAN HELSING

"We learn from failure, not from success!"

		GEAR
2	ACTION	**Crossbow**
1	STEALTH	**Wooden Stake**
2	WITS	Holy Symbols
3	SOCIAL	Medical Supplies
		Revolver
		Anatomy Books

FEARLESS | **SCHOLAR**

CURIOUS

Dutch, English, Latin

THE GHOST

"I believe I know someone who can help with that."

		GEAR
3	ACTION	**Twin Kukri Knives**
1	STEALTH	**Smoke Bombs**
2	WITS	Hidden Blade
2	SOCIAL	Wanted Posters
		Garrotte
		Lockpicks

CONNECTED | **ERUDITE**

MERCIFUL

English, Hindi, Punjabi

Santiago V ctor a (Order #45917772)

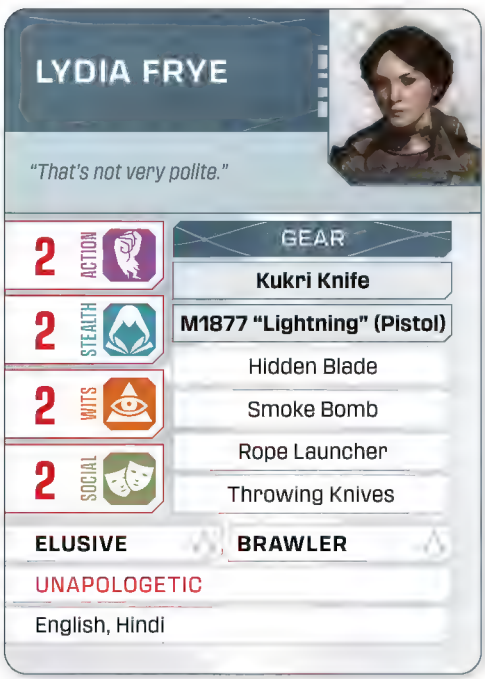
WORLD WAR I

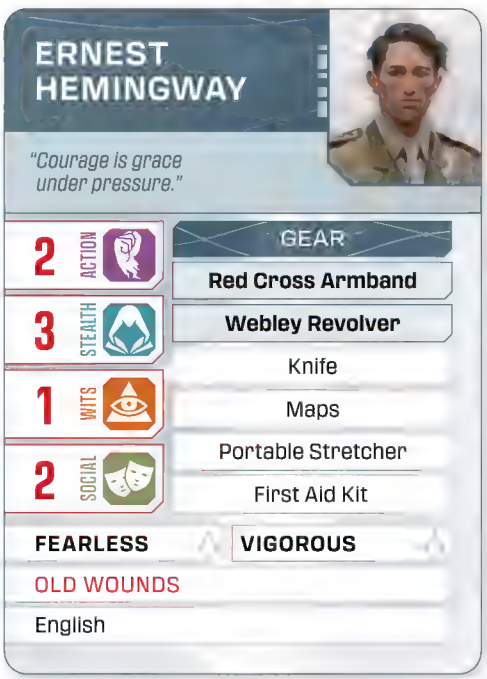
> HISTORICAL HOOKS

> **The Curse of the Red Baron.** Manfred von Richthofen, also known as the "Red Baron", was one of the most renowned and feared fighter pilots of World War I, credited with shooting down over 80 enemy aircraft. Some believed that he was protected by a supernatural force.

> **Angels of Mons.** British soldiers claimed to have been miraculously saved by angelic beings during the Battle of Mons in 1914. These angelic figures were said to have intervened, shielding the British troops from enemy fire and guiding them to safety.

> **Grigori Rasputin Assassination.** Rasputin, who held considerable influence over Tsar Nicholas II and his wife, Empress Alexandra, was assassinated on December 30, 1916.





Santiago Victoria (Order #45917772)

PREETI KAUR

"With determination, I will be triumphant!"

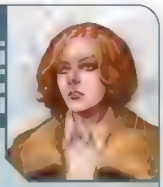
		GEAR
1	ACTION	Lee-Enfield Rifle
2	STEALTH	Kukri Knife
2	WITS	Grenades
3	SOCIAL	Smelling Salts
		Gas Mask
		Entrenching Tool

SHARPSHOOTER | **SOLDIER**

VENGEANCE

English, Hindi, Punjabi

EVELYN O'CONNEL



"If I can see it and I can touch it, then it is real!"

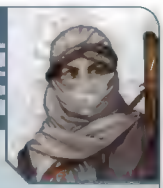
		GEAR
1	ACTION	1911 Pistol
3	STEALTH	Bowie Knife
2	WITS	Trowel
2	SOCIAL	Rope Ladder
		Compass
		Antidote

BOLD | **EXPLORER**

CARELESS

English

OREN



"Espionage is nothing but becoming a fly."

		GEAR
3	ACTION	Disguise Kit
2	STEALTH	Concealed Dagger
2	WITS	Miniature Explosives
1	SOCIAL	Ica Camera
		Luger P08
		Poison Pills

RESOLUTE | **SPY**

MISTRUSTFUL

English, German, Swedish

BLACK CROSS

"I don't answer to you. As I said, I'm here as a courtesy."

		GEAR
2	ACTION	Mauser C96
1	STEALTH	Push Dagger
2	WITS	Templar Cross Pendant
3	SOCIAL	Rope Launcher
		Lockpicks
		Templar Documents

SWIFT | **SPY**

JUSTICE

English, French, German

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